

JAMES CAMERON'S
DARK ANGEL™



WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console 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.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

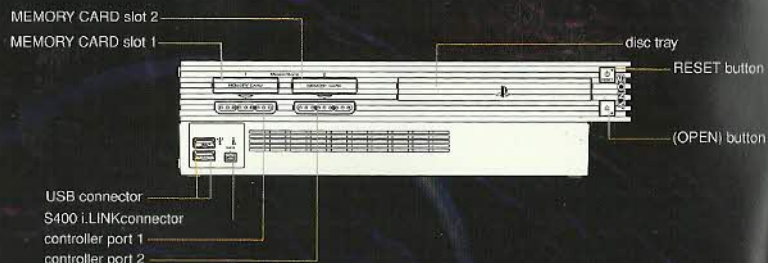
- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact 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.

JAMES CAMERON'S DARK ANGEL™

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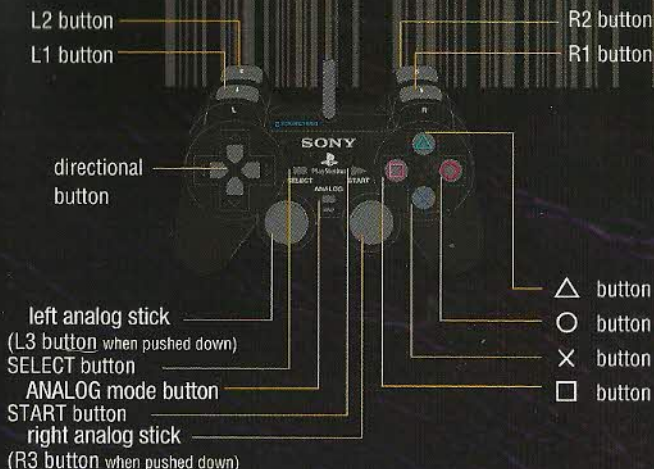
getting started



- Set up your Playstation®2 computer entertainment system according to the instructions in the instruction manual. Make sure the MAIN POWER switch (located on the back of the console) is turned on. Press the RESET button.
- When the power indicator lights up, press the open button and the disc tray will open. Place the James Cameron's Dark Angel disc on the disc tray with the label side facing up. Press the open button again and the disc tray will close.
- Attach the game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

starting up

DUALSHOCK®2 Analog Controller Configuration



The **default controls** are listed below.

- △ button = Grapple/Wall Stealth **R1 button** = Action
- button = Jump **R2 button** = Fight Target Lock
- × button = Kick/Rage Execute **L1 button** = Super Vision Mode
- button = Punch/Rage Execute **L2 button** = Crouch/Sneak
- left analog stick** = Move character / (View left - right when in Super Vision Mode)
- right analog stick** = Camera Rotate / (Zoom when in Super Vision Mode)
- directional button**
 - Down activates Inventory
 - Up deactivates Inventory
 - Left and Right cycle through items in inventory
- START button** = Pauses the Game / Displays Mission Objectives / Options menu
- SELECT button** = Calls up Logan's transmissions

If the user wishes to use an alternate controller configuration, they can access the Options menu in the Main menu. Scroll down and select "Controller". The user will have access to three different controller configurations.

avenge her past . . . discover her future

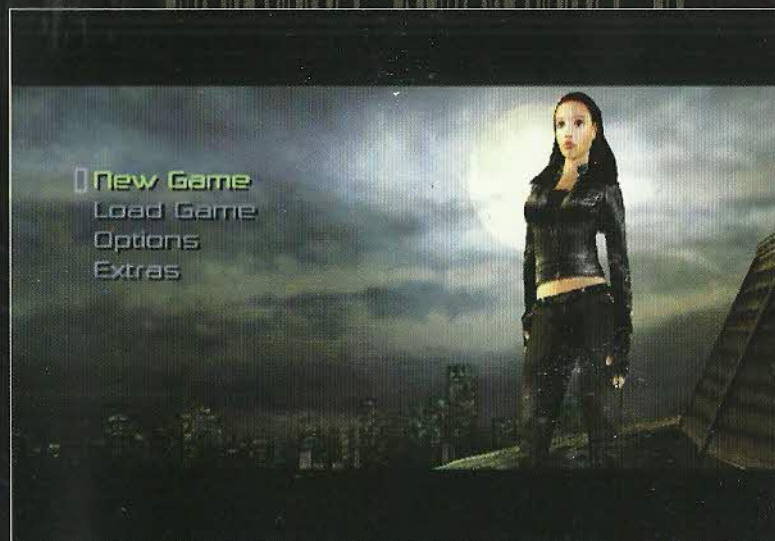
In the year 2009, the United States was hit by the Pulse - an electromagnetic shockwave unleashed by terrorists. Ten years later and still suffering from the aftermath of the Pulse, the US has become a third world nation. Welcome to Seattle, this is Max's world, a city that epitomizes what it would be like to live in the wild West.

Max is a genetically enhanced human prototype created to be the perfect soldier. As a child, after witnessing one of her siblings being shot, Max and 11 others escaped from Manticore - an organization devoted to the development of the perfect soldier at any cost. After escaping, they separated in order to avoid capture. Since then, Max has made a life for herself on the cutthroat streets of 21st-century Seattle; her obsession with locating her siblings has been her main driving force.

Max has spent the majority of her free life in search of her humanity - a way in which she can identify herself as something other than a lethal fighting machine. Her genetically altered physiology has always provided her with a combat advantage, but it continues to alienate her from the people around her. Never allowing herself to be vulnerable, Max believes that by finding her family she can overcome the battle that rages inside her. The soldier she was trained to be has always confronted the woman she wishes to become.

Max teamed up with Logan Cale, an idealistic underground cyber-journalist, to expose the corruption that is rampant in Seattle. In exchange Logan has assisted Max in locating her siblings and played a key role in helping Max destroy Manticore. In the days following the destruction of Manticore, a new and more aggressive threat has arisen. It seems that Manticore was not the only organization aggressively researching and developing genetically engineered soldiers. The - I - Corporation has emerged as an equally ruthless threat to humanity. They have identified Max as an excellent genetic sample and have made Max's capture their utmost priority. The - I - Corporation also holds vital information that would further uncover secrets from Max's past.

main menu



New Game: Start a new game from the beginning

Load Game: Continue a previously saved game

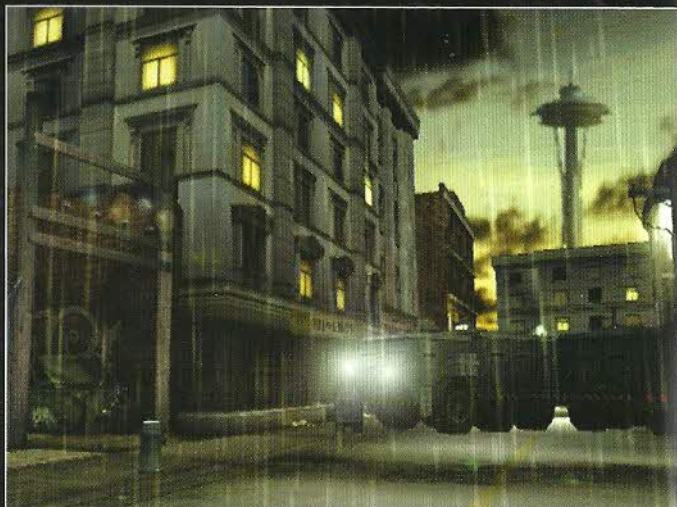
Options: Adjust various game options

Extras: Various bonus content that can be viewed

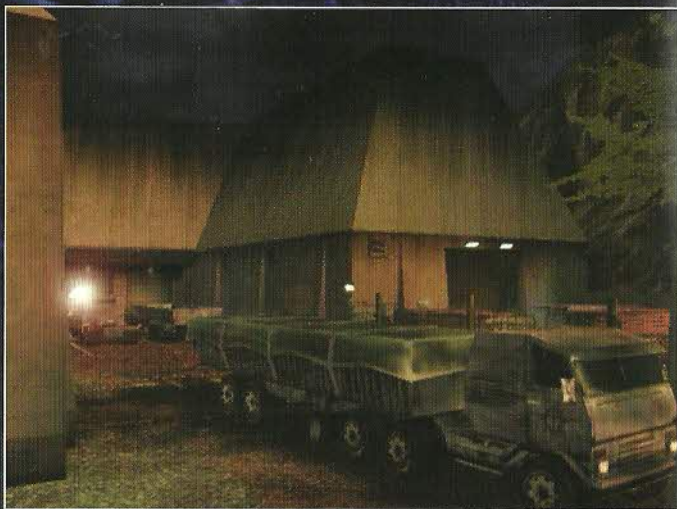
environments

Logan has located several locations that have an unusually high amount of sector police and military presence. There were scattered reports of strange things happening in those sectors before they were locked down. The only relevant information leads to downtown Seattle and a facility known as Tri-Tech.

Post-Pulse **Seattle** is a dilapidated city, controlled by the heavy hand of the sector police. Martial law type restrictions have been imposed to keep the streets "safe". The streets are crawling with sector police on the lookout for Max, but she must safely navigate her way through the streets and alleyways of Seattle.



Tri-Tech is a genetics research lab located in the Olympic National Park. Its location deep in the forest makes it an ideal setting to deter would be visitors from snooping around.



Max will need to use the information found in these areas to uncover the truth about her family.

game screens

1. third person

■ **Enemy's Health Meter** - This Health meter indicates how much health the enemy has. It only appears on the screen when you use the "Fight Target Lock" on to that enemy. Only the Boss's Health meter will appear automatically on the screen.

■ **Max's Health Meter** - This meter indicates how much health Max has, watch it closely so you know when to use health pick ups.

■ **Logan's Transmission Icon** - When this icon appears, press the SELECT button to view Logan's transmission. He may have updates on your mission or clues to help you out.



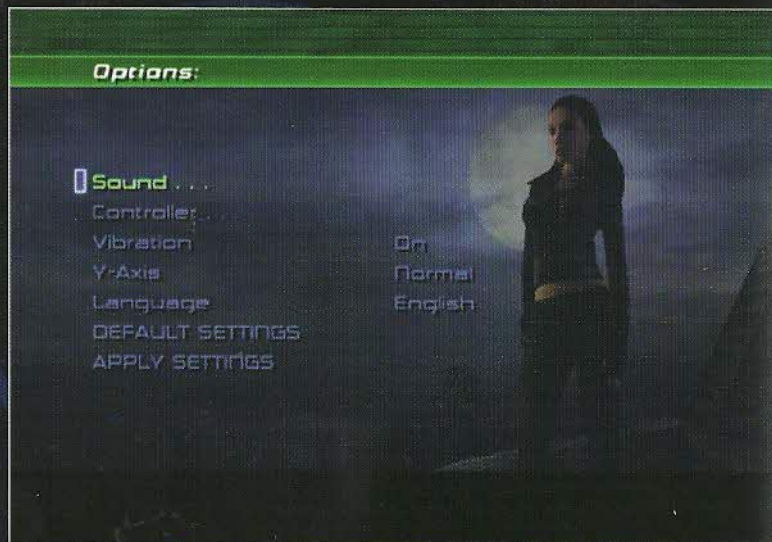
■ **Rage Meter** - When this meter fills up Max enters rage mode, new and powerful moves will be unlocked. The Rage meter fills up when Max performs combos, defeating enemies or being knocked down by the enemies.

■ **Speed Burst Meter** - This meter will let you know when you can do a speed burst. When the meter is full, you are able to do a speed burst. There is a 5 second delay between bursts. The meter will automatically refill after 5 seconds.

■ **Danger Meter** - Please see page 16 for more details on this meter.

2. options menu

The Options menu can be accessed through the Main menu, as well as by pressing the START button during game play. Pressing the START button during gameplay will take you to the "Pause menu", where the choices are slightly different.



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Sound - Select "Sound" to allow you to change the volume of the music, voices, sound effects or the movie by pressing the directional button left or right.

Controller - Select "Controller" to cycle through different controller configurations by pressing the directional button left or right.

Vibration - Highlight "Vibration" to turn controller vibration on or off by pressing the directional button left or right.

Y-Axis - Highlight "Y-Axis" to change the vertical view controls by pressing the directional button left or right.

Note: This only applies to the Super Vision Mode.

Subtitle - Toggle left or right for off/on.

Default Settings - Restores default settings.

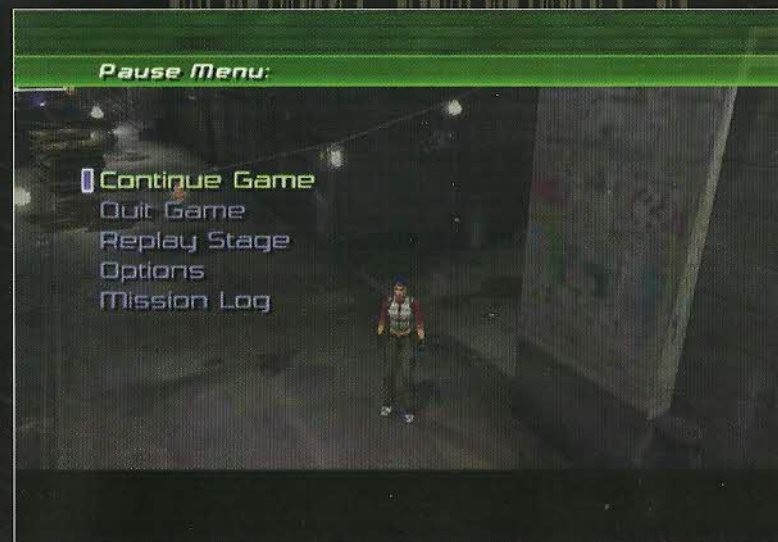
Apply Settings - Select "Apply Settings" to accept all changes.

Once all of your selections are made, select "Apply Settings"

and then the (△) button to return to the Main menu.

pause menu

Continue Game - Resumes game play.



Quit Game - Ends current game and returns the user to the Main menu.

Replay Stage - Allows you to reset the game to the beginning of the current stage.

Options - Lets you adjust in game options.

Mission Logs - Lets you review all your mission objectives and Logan's transmissions.

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3. extras menu

Trailers

Bonus materials

Credits

starting a game

To start a new game, choose "New Game" from the Main menu. A new screen will appear which will provide an option to choose one of three levels of difficulty.

■ **Dominate** - The forces of Tri-Tech are weak and fearful.

Your strength is immense, your luck legendary and your aggression intimidating. This is not a challenge worthy of an X-5 warrior.

■ **Contend** - The enemy is tough, intelligent and well trained. You are strong, fearless and strategic. Your victory will be well earned and satisfying.

■ **Survive** - The enemy could best a force ten times its size.

You are but a lone soldier, with limited supplies. Only the chosen one can overcome these odds.

Once the level of difficulty is chosen, the game will begin.

game over

If Max fails a mission during a game the "Game Over" screen will appear. Choose "Retry" to restart and "Quit Game" to leave the current game and go back to the Main menu. If the player chooses to continue, the game will resume at the beginning of the last checkpoint.



saving and loading

In order to save your progress, you need a memory card (8MB) (for PlayStation®2).

To **Save** a game after the user has completed a stage, a message will appear asking you to confirm that you wish to save your progress or continue without saving. If you choose to continue playing without saving, you will lose your progress once the MAIN POWER switch is turned off. If you choose to save, you will be taken to the "Save Game" screen. You must then select the memory card (8MB) (for PlayStation®2) and MEMORY CARD slot you wish to save to. Once you confirm your choice you will be told if your save was successful or not. When you have successfully saved your game you can return to playing James Cameron's Dark Angel by exiting the screen and resuming play.

To **Load** a saved game, you must have a James Cameron's Dark Angel saved game on your memory card (8MB) (for PlayStation®2). Choose "Load Game" from the Main menu. You will be taken to the Load Game menu, which will ask you to select the memory card (8MB) (for PlayStation®2) and which MEMORY CARD slot you want to load from. Once the memory card (8MB) (for PlayStation®2) is selected, the screen will display all James Cameron's Dark Angel games that are found. Choose the game you want to load and follow the on-screen prompts. Remember that loading a saved game will end any progress you've made in your current game.

To **Delete** a saved game, you can do this in either the Save Game or Load Game screen. From the Main menu, choose the "Load Game" option and you will be taken to the Load Game menu. You must select a memory card (8MB) (for PlayStation®2) with a James Cameron's Dark Angel saved game. Once the memory card (8MB) (for PlayStation®2) is selected the screen will display all James Cameron's Dark Angel games that are found. Choose the game you want to delete, then press the "Delete" button (□) and follow the on-screen prompts.

instructions

basic moves

Moving Max: Press the left analog stick in the desired direction that you want Max to move. You can walk by pressing lightly and run by pressing hard. Press the left analog stick down (L3 button) to execute a speed burst.

Toggling On/Off Switches: Throughout the mission, Max will encounter various electronic devices that Max will need to interact with. Press the Action button (R1 button) when Max is directly facing the front of the object.

Jumping: Pressing the Jump button (○) will allow Max to get airborne. Max can jump while standing, walking and running. Max can also combine the jump with punches or kicks to perform flying attacks.

attacking the enemy:

Punch Attacks are executed by using the Punch button (□). Max can swiftly disarm soldiers who pose a threat. Use different timings to unlock different punching combinations and learn new moves.

Kick Attacks are executed by using the Kick button (×). Max is able to attack with fearsome force, which always takes enemies by surprise. These kicks can send guards flying.

Grapples: There are several different grapples that Max can perform. Use the Grapple button combined with the left analog stick to uncover Max's throws. (△)

Hint: Try combining attack moves listed above to unlock new multi-hit combinations.

Fight Target Lock: By pressing and holding the Fight Target button (R2 button) Max will lock onto the enemy she's facing. As long as the button is held, Max will continue targeting that enemy. To lock on to a new target, release the button, turn towards another enemy and press and hold the Fight Target button.

Hint: This strategy can make fighting tough opponents easier as Max will stay focused one enemy at a time.

Wall Attacks: **Wall attacks** are special moves that are activated when Max is facing a wall or tall object. These moves come in handy when Max is outnumbered.

Press the Jump button while running towards or facing an object or a wall (run forward + ○). Once Max is airborne, press the Jump button (○) again to perform a **Wall Back Flip Attack**.

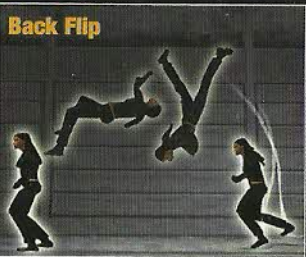
To perform a **Wall Kick Attack** press the Jump button followed by the Kick button (○ + ×) while running towards an object or a wall.

Flips: To perform a **Back Flip** press the left analog stick away from the direction Max is facing and the Jump button at the same time. The left analog stick inputs change depending on the way Max is facing. For example, the back flip would be (left analog stick down + ○) if Max is facing forward and (left analog stick up + ○) if Max is facing you.

To perform an **Aerial Side Roll** press either left or right on the left analog stick with respect to Max's position and the Jump button at the same time.

Hint: It's easier to flip when the Fight Targeting lock is on

Rage Mode: When Max is in Rage Mode, her attacks will cause more damage and new attack combinations will be unlocked. Max can enter into Rage Mode only if the Rage Meter is full. To activate it, hold the punch or kick button down. Once activated the Rage Meter will continue to deplete as long as Max is engaged in a fight or until the meter runs out. The speed at which Max is able to accrue rage points will be dependent on the number






of fights she wins as well as by the number of complex combos performed.

Summary: Here is a summary of some of the moves that Max is able to execute. You will find that you are able to unleash many more moves under specific conditions (e.g., when Max is in Rage Mode).

Hint: Try different button combinations to uncover additional moves.


ATTACK NAME	INPUT
STANDARD PUNCH ATTACKS	
Jab	P
Palm Strike	P, P
Hook Punch	P, P, P
Double Palm	P, P-P
Spinning Elbow	P, P, P, P
Upper Cut	P, P, P-P
Right Cross	P, P, P, P-P
Spin Upper Cut	P, P, P, P, P
STANDARD KICK ATTACKS	
Left Front	K
Right Front Kick	K-K
Head Kick	K, K
Crescent Kick	K-K, K
Side Kick	K, K, K
Flip Kick	K, K-K
Rev Crescent	K-K, K, K
Spin Kick	K, K, K, K
KICK/PUNCH/GRAPPLE COMBO ATTACKS	
Kick - Spinning Elbow	K, P
Jab Side Kick	P, K
Jab Knee Lift	P, P, K
Double Kick - Uppercut	K-K, P
Head Kick - Right Cross	K, K, P
Ball Breaker	P, P, G


P =  Punch button
 K =  Kick button
 G =  Grapple button
 " - " = Pause

stealth moves

Max cannot always rely on her super human fighting abilities. There will be times where she must pass up on a fight and instead rely on her stealth and cunning to avoid detection from the enemy.

Stealth Walk - Hold the Crouch button (L2 button) and then use the left analog stick to maneuver. When you stealth walk enemies cannot hear your footsteps.



Note: Max can also roll while the Crouch button (L2 button) is held down, press the jump button () and move the left analog stick in the direction you want Max to roll.

Wall Stealth - Allows Max to sneak down walls and peer around corners undetected. To get into position, face Max towards a wall and press the Grapple button () to put Max's back against the wall. Max will now be able to strafe side to side and once she approaches the end of the wall, she will execute a peek around the corner. To get out of Wall Stealth simply move forward or away from the wall. Additionally this move can be combined with the crouch so that Max can take cover behind smaller objects.

Super Vision - By pressing the Super Vision button (L1 button) you can view the world through a first-person perspective. Once Super Vision is active, use the left analog stick to look around and the right analog stick to zoom in and out. Press the Super Vision button a second time to go back to the default camera.

Ceiling Hang - Max is able to hide from enemies by jumping up and hanging from the ceiling. This move can only be performed in specially designated indoor areas.

Hint: Be on the look out for yellow chevrons indoors.

When Max is in one of these areas, press the Jump button () followed by the Grapple button () to get into position. Press the Grapple button again to get down.

Ceiling Hang



stealth attacks:

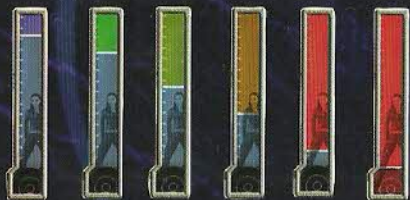
Wall Stealth Knockout Attack - A knockout attack can be executed from the Wall Stealth. If an enemy rounds a corner where Max is standing, use the Grapple button (Δ) to take out an enemy without alerting others.

Ceiling Hang Knockout Attack - A knockout attack can be executed from the Ceiling Hang. If an enemy approaches Max underneath her press the Grapple button (Δ) to execute a leg scissor lock.

Distractions - Max can hide behind objects and create a noise intended to separate a guard from his patrol. Walk Max up to a wall, press the Grapple button (Δ) to engage Wall Stealth and press the Action button (R1 button) to create a noise distraction. If all goes well, Max will have enough time to make a quiet take down and continue unnoticed.

danger meter

The Danger Meter is a critical tool that will assist Max in completing her missions. It will change with respect to the distance of enemies as well as the enemies' state of alertness to Max's presence. The locator point at the bottom of the meter represents Max's location. The more full the meter, the closer the danger. The color of the meter will indicate the following:



- **Blue** - All is clear. No immediate danger.
- **Green** - Enemies are patrolling nearby, stay alert.
- **Yellow** - Enemies have heard something

and are investigating. You better lay low.

- **Orange** - You've been seen. You have a split second to decide whether to fight or flee.
- **Red** - You've been spotted! Get ready to fight!
- **Flashing Alert** - You've been targeted! Evasive maneuvers are required, immediately!

collectible items

Throughout the game, Max will have the opportunity to collect an array of equipment, which she can use to accomplish her mission. To collect an item, simply walk over the object and it will be automatically placed in Max's Inventory.

Inventory: This is where all the pick up items are stored.

As you pick up an item it will flash in the upper left corner of the screen to indicate it's been placed in your inventory. To view the inventory, press down on the directional button and scroll through the inventory by pressing left or right on the directional buttons. Once the item is highlighted, press the X button (\times) to select the item. Each item in the inventory has a number, which indicates how many of that particular item you have, as you use them the number will decrease until they are depleted.



weapons & ammo



X5 Stealth Gun: Designed to be used by X5 soldiers like Max, the X5 Stealth Gun fires a non-lethal projectile that delivers an electrical charge; this projectile renders enemies unconscious. The X5 Stealth Gun is wrist mounted, leaving Max's hands free. Press the Super Vision button (L1 button) to aim the gun and once you have your target, press the Action button (R1 button) to fire.

Note: The X5 Stealth Gun can only be used in the Super Vision mode.

first-person aiming screen



Ammo: Ammunition for the X5 Stealth Gun



Tonfas: The Tonfas are military police weapons (similar to a billy club). While Max is armed with the Tonfas, her punch will cause more damage to the enemy with each blow. The Tonfas will break after a certain number of hits are delivered with them.



Explosive Charge: Used to blast through military doors. These explosives can only be used in specially designated areas. Maneuver Max into the area where the explosives need to be placed. Once the explosive is chosen from inventory it will be armed. If it is placed in the correct position, it will explode the object. If you are not in the proper position, you will not be able to select it from the Inventory.

gadgets



EMF Jammer: The EMF jammer causes all electronic devices within a given range to temporarily stop functioning. Move Max into the area where you want the EMF Jammer placed, once you have chosen it from the inventory Max will automatically place the device down and it will activate.



Lighter: The Lighter can be used to ignite highly flammable obstacles by setting them on fire. The Lighter can only be used in specially designated areas. Move Max into the specially designated area, once you have chosen it from the inventory, Max will automatically place the Lighter down. If it is placed in the correct position, it will ignite the object. Note: If you are not in the proper position, you will not be allowed to select it from the Inventory.



Health: Partially restores Max's health in small increments.



Keycards: To use the Keycards, stand in front of a locked door or a key slot and choose a keycard from the Inventory. If it is the correct Keycard, the door will open.



Walkie Talkie: This can be used to distract patrolling enemies. Move Max into the area you want to attract patrolling enemies and select Walkie Talkie from inventory. If the enemies are within range, they will be distracted from their regular patrol to investigate the disturbance.



Map: Used to guide Max along her journey.

characters



Logan

Logan is an Eyes Only cyber-journalist battling repression and corruption in post-apocalypse Seattle. Logan provides Max with valuable outside information for each of the missions that she partakes in. Logan's advanced surveillance and communications systems, allows him to see into facilities and help Max avoid certain dangers.



Original Cindy

She's Max's best friend. For Original Cindy, style is everything, and she makes up her own as she goes along. Streetwise, fearless, and a clear believer in the idea that there's no such thing as coming on too strong, she knows how to handle herself in nearly every situation.



Sector Police

The Post-Pulse Seattle Police force is corrupt and those with money easily buy their alliance. They are not to be trusted and are definitely branded as one of Max's enemies.



Military Soldier

They make up the main defensive forces of the - I - Corporation. They don't pose much of a threat one-on-one but can be difficult to handle when they attack in groups.



Spec Ops

These enemies are the elite soldiers from the Special Operations Division of the - I - Corporation. They are specially trained in hand-to-hand combat and therefore not to be taken lightly.



Beetle

A Y5 soldier best described as beetle meets human. All of the armor and chemical producing properties of beetles, contained within the body of a human.



Gecko

He or it is probably one of the most elusive of the Y5's. His physiological advances were made by combining human DNA with *Uroplatus sikorae* (the gecko lizard).



Bear

One of the strongest of the Y5 class soldier with selective physiological advances created through the addition of genes from the *Ursus arctos* or better known as the grizzly bear.



Stingray

No information is available on this Y5 class soldier.

credits

Featuring
Jessica Alba

As the voice of Max

Michael Weatherly

As the voice of Logan

Fox credits

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Williams, Francis Choi, Tim Harrison, Jennifer Johnson, Tony

Black, Geoff Bent, Denise Pater, Jacob Zabie

Special Thanks

Michael Pole, Steven Bersch, Paul Buckly, Megan O'Brien, Jamie Samson, Victor Rodriguez, Chris Wilson, Aaron Blean, Eric Asevo, Pete Cesario, Ben Borth, Tim Ramamge, Tim Hall, Mike Schneider, Paul Pawlicki, David Stalker, Greg Goodrich, John Melchoir, Kirk Scott, Harish Rao, Luke Letizia, Kristian Davila, Josh Nathan, Dave Wittenberg, Blind Light Media, Gabriel Rutman, Asylum Studios (www.asylumstudio.com), David Shaw, Lindsey Fischer, Ivo Gerscovich, Jason Columbetti (FI Intern), Jack Van Leer, Animefactory

Additional Cinematic Score by

Becky Kneubuhl

Special thanks to the teams at Cameron/Eglee Productions and Lightstorm for working with us to make this game happen.

James Cameron, Charles H. Eglee, Rae Sanchini, Rene Echevarria, Wendy Chesebrough, Jose Molina

"Theme From James Cameron's Dark Angel"

Written by: Chuck D and Gary G-Wiz

Published by Fox Film Music Corporation (BMI)

*James Cameron's Dark Angel Soundtrack
available on Artemis Records*

Sierra / Vivendi Universal

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Special Thanks

Mike Ryder, Peter Della Penna, Julie Daino, Molly O'Brien, Adam Lumsden, Eric Roeder, Tracy Gibbs, James Shaw, Erin Alvarez, Ryan Spain

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Special Thanks

Ian R. Wilkinson

Advanced Technology Group

Bob Simpson, Reid King - Teac/Tascam Canada

David (Magic Dave) Roberts - Motu

Patrick Fridh - Propellerheads Software

Phoenix Technology Incorporated

Voice Actors/Actress

	Character
Erin Karpluck	Sylan
Stacy Klass	Beka
Sacha Mosevitsch	Pregnant Y5
Paul Dobson	Bear, Beetle
Peter Hanlon	Stingray, Gecko
Debbie Timmis	Original Cindy, Max Efforts
Adam Gejdos	Soldier A
Darren Evenson	Soldier B
Mike Inglehart	Soldier C
Murray McCarron	Sergeant
Graig Robertson	Soldier over radio
Shamus Horak	Scientist A
Michael Hovan	Scientist B
Lindz Williamson	Scientist C
Juneke Kurahashi	Scientist D
Alicia McCool	Office Worker A
Senta Kaiser	Office Worker B
Adam King	Office Worker C
David Seymour	Office Worker D
Wendy Nakano	Alarm Voice A
Chrysta Gejdos	Alarm Voice B

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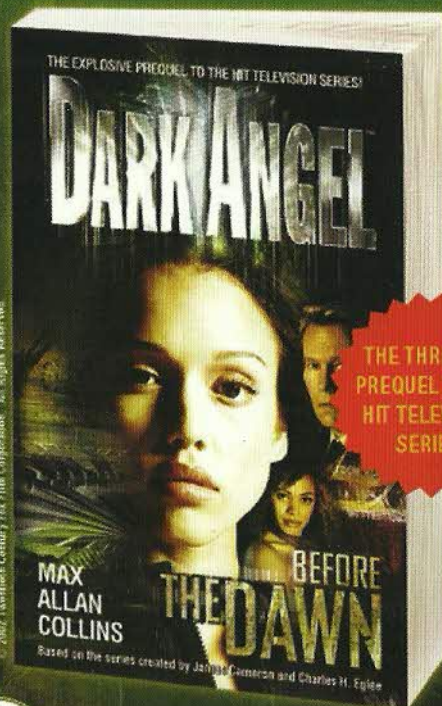
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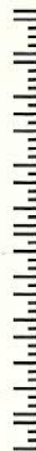
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