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CATWOMAN™

TEEN T CONTENT RATED BY ESRB

EA GAMES DC™ WB INTERACTIVE ENTERTAINMENT™

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.

This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.

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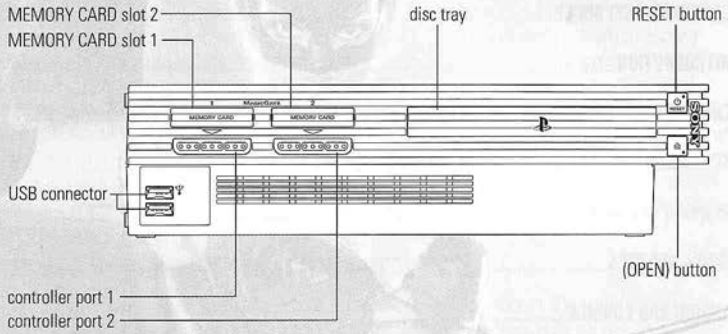
STARTING THE GAME

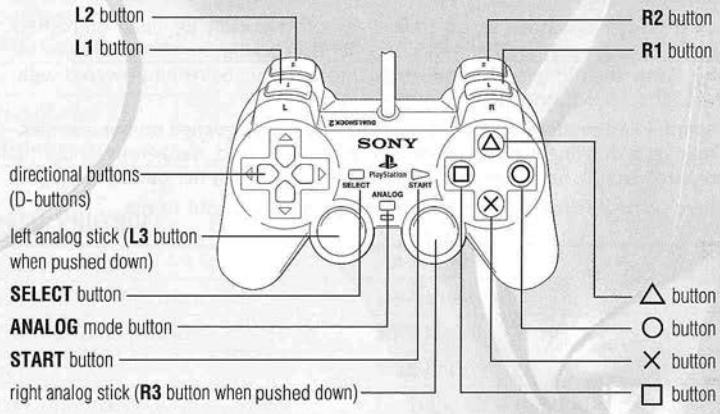
PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM



1. Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual.
2. Make sure the MAIN POWER switch (located at the back of the console) is turned on.
3. Press the RESET button. When the power indicator lights up, press the open button and the disc tray will open.
4. Place the *Catwoman* disc on the disc tray with the label side facing up. Press the open button again and the disc tray will close.
5. Attach game controllers and other peripherals, as appropriate.
6. Follow on-screen instructions and refer to this manual for information on using the software.

COMMAND REFERENCE

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



INTRODUCTION

Patience Philips is a shy, sensitive artist who works for Hedare Beauty, a giant cosmetics company on the verge of releasing a revolutionary anti-aging product. Tragically, her life is cut short after she stumbles across a dark corporate secret.

As her body lies washed up on a beach, an otherworldly Egyptian cat named Midnight happens upon her and brings her back to life. In a mystical twist of fate, Patience finds herself transformed into a unique being empowered with the agility, speed, strength, and senses of a cat.

Beautiful and mysterious, Catwoman vows to exact revenge on her enemies. Treading a thin line between good and bad, she is wild, dangerous, and prepared to sink her claws into anyone who dares cross her path.

There's a new feline in town and the temperature is about to rise . . .

COMPLETE CONTROLS

Master these controls and take charge of this feisty feline.

MENU CONTROLS

NOTE: Menus can be navigated using both the left analog stick and the D-button.

NOTE: Catwoman does not support the digital controller.

Select	⊗ button
Back/Cancel	△ button
Highlight menu item	D-button ⇔

GAME CONTROLS

Movement	left analog stick
360-degree whip & combat	right analog stick
Crouch/Combat mode	L1 button
Jump	R1 button
Run on all fours	Hold the L1 button while pressing the left analog stick
Hunting mode (See *Cat Sense* on p. 9.)	Hold R2 button
Camera control	D-button
Pause	**START** button

MOVES AVAILABLE TO BUY

Taunt	□ button
Pose	⊗ button
Domination mode toggle	L2 button

SETTING UP THE GAME

MAIN MENU

At the title screen, press the **START** button to bring up the Main menu. This is where the adventure begins.

NEW GAME

Highlight and press the ⊗ button to begin Catwoman's adventure.

CONTINUE GAME

Highlight and press the ⊗ button to load a previously saved game.

OPTIONS

Highlight and press the ⊗ button to access a list of options:

NOTE: Default options are marked in bold in this manual.

Game Options

SUBTITLES	Turn ON or **OFF**.
VIBRATION	Turn **ON** or OFF.
CAMERA LOOK	Choose between **NORMAL** and REVERSED.
CAMERA ROTATION	Choose between **NORMAL** and REVERSED.
LOAD GAME	Continue a previous game.

Audio Options

Choose from MONO, STEREO, and **PRO LOGIC II**.

Visual Options

WIDESCREEN	Turn **OFF** or ON.
SCREEN ADJUST	Adjust the position of the screen by pressing the D-button ⇕/⇔.
SCREEN BRIGHTNESS	Adjust the brightness by pressing the D-button ⇔.

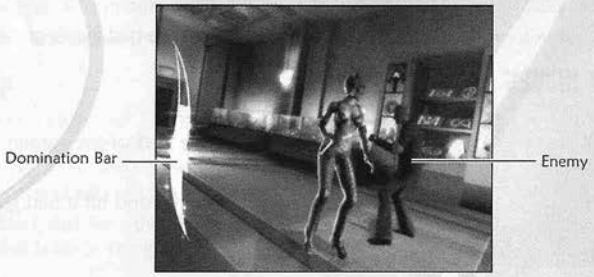
COMIC

Highlight and press the ⊗ button to take a look at the exclusive comic (see *Comic* on p. 11).

PLAYING THE GAME

Catwoman is sleek, sophisticated, and knows how to move. Master her skills and watch her dominate her environment.

GAME SCREEN



OBJECTIVES AND SCORING

Objectives are displayed at the beginning of each scene. They contain a number of moves Catwoman needs to perform in order to achieve 100% success. At the end of each scene, the score converts into diamonds that you can use to purchase new abilities. Every 1000 points converts into one diamond.

To bring up the Objectives at any time, press the **START** button to pause the game then press the D-button ⇔ to highlight SCENE OBJECTIVES. The Objectives are as follows:

Wild Cat Moves	Use the scenery to knock a bad guy out of the fight – breakable scenery, dumpsters, balconies and windows are a few examples. See *Enemies* on p. 8.
	Kick enemies into each other.
	Throw an item with the whip and hit an enemy with it.
Scaredy Cat Moves	Attack a scared adversary.
Pussycat Moves	Successfully execute a domination move (pose or taunt).
Alley Cat Moves	Get through an area using Catwoman's feline agility.

Roughing it up with the bad guys and fulfilling Objectives increases your score. When Catwoman performs a move that adds to your score, its name appears on screen.

NOTE: When an objective is performed, its name appears on screen.

MOVES

STRIKE	Hit a foe with a kick or whip butt.
RAPID STRIKE	Hit two different bad guys in quick succession.
CUT OFF	Whip the radio out of an enemy's hand.
DISARMED	Whip the gun out of a foe's hand.
EVADE	Dodge a bullet.
FLIPPED	Execute a backwards kick while a bad guy is grappled.

WILD CAT MOVES

EJECTED	Knock a foe through an exit.
TRASHED	Knock a foe into a breakable part of the scene.
DOMINO	Knock a foe into another NPC.
THWACK	Throw an object with the whip and hit a bad guy with it.
DROPPED	Knock a foe over a balcony.

PUSSYCAT MOVES

TAUNT ATTACK	Complete the Taunt move successfully.
POSE ATTACK	Complete the Pose move successfully.

ALLEY CAT MOVES

AGILITY	Complete an Alley Cat move successfully. Once an Objective has been displayed, its name slowly fades. If Catwoman performs another Objective before the text disappears, the normal score for that move is multiplied. eg. Wild Cat x2. A message confirms when Catwoman is successful in meeting her Scene Objectives.

NOTE: Catwoman can only chain together similar moves, so performing a Scaredy Cat move when there is a Wild Cat x4 on screen still only results in a Scaredy Cat move.

ENEMIES

Enemies can be temporarily stunned but they always get up and come back for more. Catwoman can show them who is really in charge by overpowering them and kicking them into traps such as crates. Once they are caught, there is no escape.

FIGHTING

Catwoman can unleash a flurry of stylish, fluid Capoeira moves upon enemies. To attack foes with her unique combat skills, hold the L1 button to crouch and press the right analog stick to kick.

CLIMBING

To climb, crouch (L1 button) at the base of a wall and press the left analog stick towards it, or jump onto it when running upright. When Catwoman cannot climb any higher, she slips slowly down.

To jump off the wall or gate, hold the R1 button.

To jump to an opposite wall and continue climbing, hold the R1 button.

NOTE: Catwoman cannot run up a slippery surface, such as sheet metal or glass.

WHIP

Catwoman uses her 360-degree whip (right analog stick), to gain complete control and an edge over her opponents. She can crack her whip, attack her enemies, and pick up and throw items.

NOTE: Look out for other whip abilities that you can purchase later in the game.

POLE JUMPING

Jump onto a pole by holding the R1 button. When hanging, hold the L1 button to swing and hold the R1 button to jump off. Release the L1 button to stop swinging. When hanging, press the left analog stick ⇩ to drop off, press the left analog stick ⇧ to jump onto the pole, or press the left analog stick ⇔ to turn around.

Catwoman can also combine these slick moves with the whip. To jump onto a pole directly above the one she is on, stop swinging, climb on top, jump, then whip with the right analog stick to grab hold of the pole above her. When she is hanging from her whip, press the left analog stick ⇧ to make her climb it and hang from the pole.

CAT SENSE

Catwoman has unique abilities that allow her to be in-tune with her surroundings. Cat Sense increases her awareness of her environment, giving her the intuition of a cat, and heightening her senses to super-human levels.

To trigger Cat Sense, hold the R2 button to go into Hunting mode and press the right analog stick to look around. If there is important information nearby, Catwoman picks it up with her Cat Sense.

As she looks around, hidden or remote targets such as enemies or objects are revealed. The closer the target is to Catwoman, the louder or clearer it appears. Scent trails and Midnight's paw prints can also help guide Catwoman.

HUNTING THE WEAKEST PREY

If Catwoman is surrounded, hold the R2 button to go into Hunting mode and quickly identify the weakest foe to attack (spot him by his yellow glow). This is only available when the Smell Fear ability has been purchased.

MIDNIGHT THE CAT

If Catwoman comes across this little feline, she's in luck. When she finds him, he gives her nine lives so she can be resurrected on the spot if she runs out of energy. When Catwoman's in close proximity to Midnight, she can use Hunting mode to hear him meowing.

NOTE: Midnight's paw prints and scent trails can also help guide Catwoman.

DOMINATION BAR

The Domination Bar represents Catwoman's health and power levels. When she is attacked, it depletes. The amount it decreases depends on the strength of the attack.

The Domination Bar increases every time the score hits a milestone (every 5000 points).

If the Domination Bar reaches 100%, it flashes to indicate that you can trigger Domination mode by pressing the L2 button. When Domination mode is activated, Catwoman's abilities are enhanced for a limited time. The strength and speed of her fighting skills become deadlier in this mode, giving her the chance to conquer her enemies more easily.

NOTE: You can deactivate Domination mode by pressing the L2 button again.

END OF SCENE STATISTICS

When you complete a scene, statistics are displayed and your progress is scored. The Current score, Previous Best, and points awarded also appear. The score is then converted into diamonds so you can buy new moves.

SCENE OBJECTIVES	Details how she performed against the objectives set at the beginning of each level.
COMBAT BONUS	Shows how much Catwoman used the environment when fighting and measures how many times she attacked successfully.
MIDNIGHT BONUS	Shows whether she has discovered Midnight in the scene and how many times he has helped her out.
BLING FRAGMENTS	Shows how many pieces of 'bling' she has picked up. These particular treasures boost the points total for the scene.
SCENE SCORE	Displays the score in the current scene. Every 1000 points converts into one diamond.

Choose CONTINUE to go on to the next scene, or REPLAY SCENE to repeat the scene and try to improve upon your previous score. If you beat your previous high score, you are rewarded with more diamonds.

Choose DETAILED STATISTICS to see a breakdown of your scores. Press the D-button ⇔ to toggle between each category.

PURCHASING MOVES AND ABILITIES

The Purchase screen allows you to buy new moves and abilities for Catwoman using the diamonds earned through the scenes. These include new whip skills, enhanced Cat Sense abilities, Domination mode, and even new combat moves.

On this screen, a green diamond means that you can afford the ability, a red one means you cannot afford it yet, and a white diamond means you have already bought it.

REWARD SCREEN

At the end of each scene, you are informed of any comic book items you have unlocked. These can be moves that you have learned in the scene, or other bonus items. Go to the Comic screen to view these new items.

COMIC

This is the place where you can find out how to use all those great new moves and abilities. Access the Comic screen at the Main menu and highlight the choices by pressing the D-button ⇔. Press the ⊗ button to select a feature.

CAT BASICS	Shows basic moves and how to control the game (e.g. Camera).
FELINE AGILITY	Select an advanced move to bring up the low-down on how to execute it.
CAT FIGHTING	Study Catwoman's amazing combat moves.
FELINE SPECIALITIES	Shows all movements and abilities available to buy.
GALLERY	Review the concept art behind this game.
	Replay the in-game game cut-scenes.
VAULT	Discover the secret code to unlock the 'Special Edition' extras in the game.
CREDITS	Take a look at who made this game.

IN-GAME OPTIONS

To bring up a selection of options in-game (see *Options* on p. 6), press the **START** button. To toggle between each option, press the D-button ⇔. Press the ⊗ button to select an option or the △ button to go back.

HINTS AND TIPS

- To dodge bullets, Catwoman can roll out of the way. To roll, press and hold the L1 button, press and hold the ⊗ button, and press the left analog stick.
- Got the hang of climbing? To get to those out-of-reach places, Catwoman can jump from one wall to another.

SAVING AND LOADING

To save a game, choose one of the save slots (Cat Eyes) and save onto the memory card (8MB) (for PlayStation®2). Press the D-button ⇔ and select YES or NO.

NOTE: You must select a save slot every time you want to save your progress.

To save a game during the middle of gameplay, press the **START** button to pause the game and select SAVE GAME. This saves the game status at the last Checkpoint Catwoman has passed.

NOTE: Catwoman is alerted to a Checkpoint every time she goes through one.