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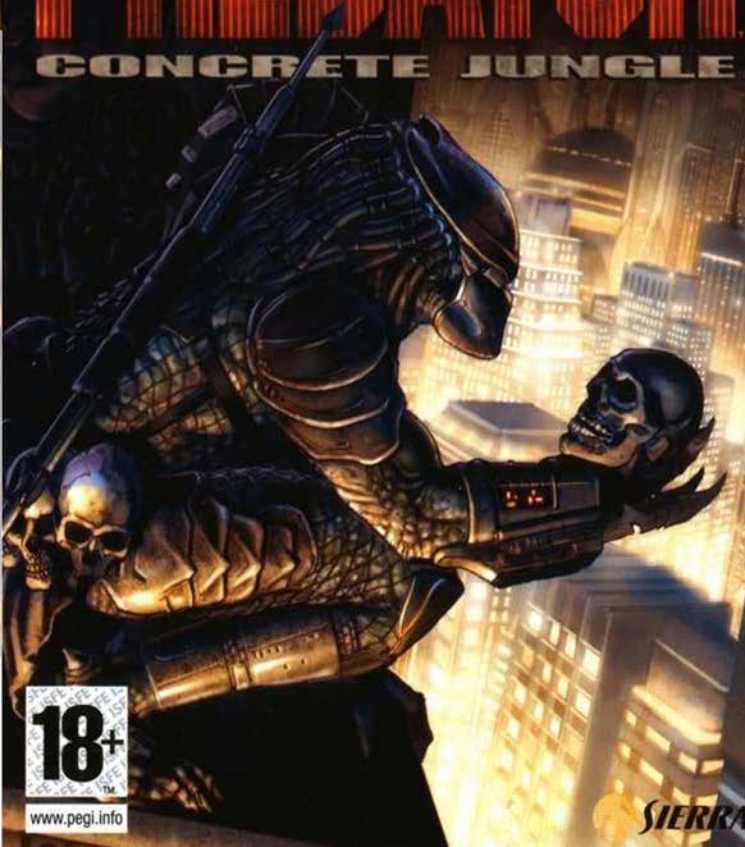
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PlayStation®2

PAL

PREDATOR™
CONCRETE JUNGLE

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SIERRA

Precautions

• This disc contains software for the PlayStation®2 computer entertainment system. Never use this disc on any other system, as it could damage it. • This disc conforms to PlayStation®2 specifications for the PAL market only. It cannot be used on other specification versions of PlayStation®2. • Read the PlayStation®2 Instruction Manual carefully to ensure correct usage. • When inserting this disc in the PlayStation®2 always place it with the required playback side facing down. • When handling the disc, do not touch the surface. Hold it by the edge. • Keep the disc clean and free of scratches. Should the surface become dirty, wipe it gently with a soft dry cloth. • Do not leave the disc near heat sources or in direct sunlight or excessive moisture. • Do not use an irregularly shaped disc, a cracked or warped disc, or one that has been repaired with adhesives, as it could lead to malfunction.

Health Warning

For your health, be sure to take a break of about 15 minutes during every hour of play. Avoid playing when tired or suffering from lack of sleep. Always play in a well-lit room, sitting as far from the screen as the cord will allow. Some people experience epileptic seizures when viewing flashing lights or patterns in our daily environment. These people may experience seizures while watching TV pictures or playing video games. Even players who have never had any seizures may nonetheless have an undetected epileptic condition. Consult your doctor before playing video games if you have an epileptic condition or immediately should you experience any of the following symptoms during play: dizziness, altered vision, muscle twitching, other involuntary movements, loss of awareness of your surroundings, mental confusion, and / or convulsions.

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See back page of this manual for Customer Service Numbers.

What is the PEGI age rating system?

Pan European Games Information (PEGI) is the age rating system for video games in Europe (except where, by law, other rating systems apply). PEGI comprises two separate but complementary elements. The first is an age rating:-

3+ **7+** **12+** **16+** **18+**

The second is icons describing the type of content in the game. Depending on the type of game, there may be a number of such icons. The age rating of the game is appropriate to the intensity of the content. The icons are:-

VIOLENCE   BAD LANGUAGE   FEAR   SEXUAL CONTENT   DRUGS   DISCRIMINATION

PEGI will allow parents and those purchasing games for children to choose games appropriate to the age of the intended player. For further information visit http://www.pegi.info
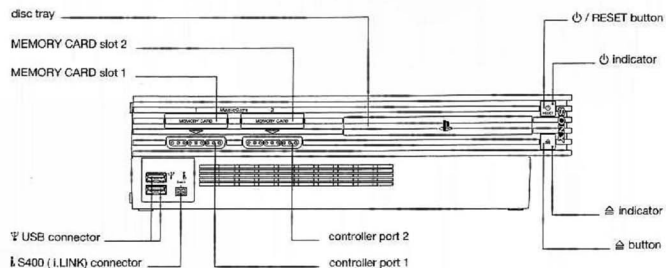
SLES-53091

1 Player • Memory Card (8MB) (for PlayStation®2): 80KB minimum • Analog Control Compatible: all buttons • Vibration Function Compatible

PREDATOR
CONCRETE JUNGLE

TABLE OF CONTENTS

1

GETTING STARTED

Using the PlayStation®2 System

disc tray
MEMORY CARD slot 2
MEMORY CARD slot 1

⏻ / RESET button
⏻ indicator

⏏ indicator
⏏ button

Ψ USB connector
i.S400 (i.LINK) connector

controller port 2
controller port 1

Set up your PlayStation®2 computer entertainment system according to the instructions in its 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 display will open. Place the *Predator Concrete Jungle* disc on the disc tray with the label side facing up. Press the ⏏/OPEN button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

Memory Card (8MB) (for PlayStation®2)
To save game settings and progress, insert a memory card (8MB) (for PlayStation®2) into MEMORY CARD slot 1 of your PlayStation®2 system. You can load saved game data from the same memory card or any memory card (8MB) (for PlayStation®2) containing previously-saved games.

STARTING UP
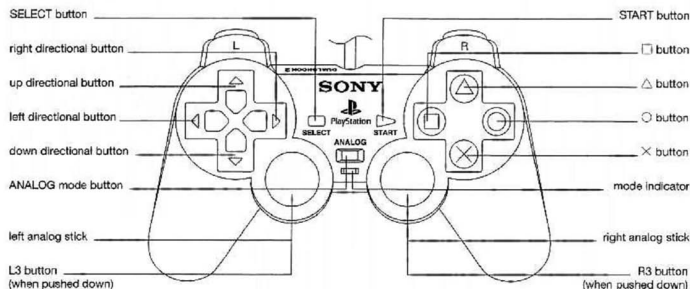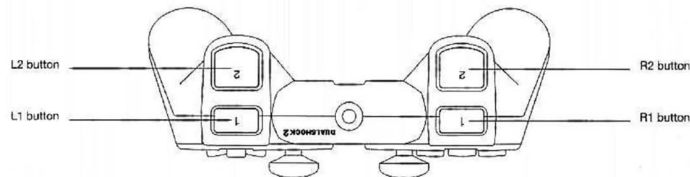
L2 button
L1 button

R2 button
R1 button

SELECT button
right directional button
up directional button
left directional button
down directional button
ANALOG mode button
left analog stick
L3 button
(when pushed down)

START button
□ button
△ button
○ button
✕ button
mode indicator
right analog stick
R3 button
(when pushed down)

CONTROLS

L2 button	1st-person view (on/off)
L1 button	Center camera (press); Lock on target (hold)
R2 button	Special move
R1 button	Ranged attack
left analog stick	Move player (look around in 1st-person view)
right analog stick	Move camera (lean in 1st-person view)
L3 button	Toggle camera position (3rd person)/ Zoom out (1st person)
R3 button	Center camera (3rd person)/Zoom in (1st person)
△ button	Heavy melee attack
○ button	Light melee attack/Context-sensitive action
✕ button	Jump
□ button	Use gadget
Up directional button	Cloak (on/off)
Right directional button	Cancel vision mode
Left directional button	Cycle vision mode
Down directional button	Wrist blades in/out
START button	Pause
SELECT button	Weapon select

INTRODUCTION

Banished to a remote planet for 100 years, the Predator returns to Earth in 2030, seeking to redeem itself for a century-old transgression. When the code of honour protecting the secrecy of an alien race was abandoned, strange and powerful technology fell into the hands of evil men. The Predator must now restore that honour through the complete destruction of those who violated it.

MAIN MENU

|	
New Game	Start a new game at one of three difficulty levels.
Load Game	Load a saved game.
Options	Change options for Controller, Camera, Audio and Game.

Once a new game is started or loaded you will be able to select from the following options:

|	
Training	A series of three optional training missions available at any time, designed to instruct starting players in Movement, Combat and Gadget use.
Chapter Select	The main story of Concrete Jungle. Levels must be completed in order, so new levels will become accessible as you progress through the story.
Ritual Challenges	Defeating powerful enemies in the story Chapters will unlock bonus Ritual Challenge levels.
Records	Allows you to review statistics regarding your performance throughout the game.
Hunting Gear	Allows you to examine the weapons currently in your arsenal. Extra weapons will be added to your weapon rack as you find them in the story Chapters.
Costume Select	Completing bonus missions in the story Chapters will unlock variant Predators for you to play as.
Trophies	Defeating powerful enemies and completing bonus missions will add skulls and Clan awards to your trophy rack.
Save Game	Save your progress throughout the game.

PAUSE MENU

Pressing the START button in game will bring up the Pause menu. Press the L1 and R1 buttons to toggle through the various headings and the directional buttons to navigate the sub menus.
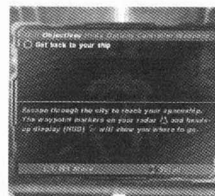
Quit	Allows you to restart current level, view Level Stats, Quit to the Main Menu and Quit Level (quits to Chapter Select).
Objectives	Review your current and completed objectives.
Hints	During the game you will receive vital hints and tutorial points. You can review these messages at any point here.
Options	Adjust various game settings–see Options Menu below.
Controller	Edit your current controller configuration, including Vibration settings.
Weapons	Review your available weapons and gadgets.

OPTIONS MENU

Adjust various game settings by highlighting one of the option selections with the up and down directional buttons and pressing the left and right directional buttons. Pressing the ⊗ button will enable/disable the highlighted option.
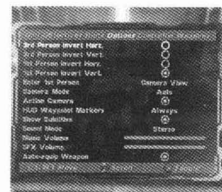
3rd Person Invert Horizontal	Toggle between NORMAL and INVERTED for the camera in 3rd person only.
3rd Person Invert Vertical	Toggle between NORMAL and INVERTED for the camera in 3rd person only.
1st Person Invert Horizontal	Toggle between NORMAL and INVERTED for the camera in 1st person only.
1st Person Invert Vertical	Toggle between NORMAL and INVERTED for the camera in 1st person only.

|	
Enter 1st Person	Toggle between switching to 1st person in the current facing of the camera or the character.
Camera Mode	Set your camera mode to AUTO, MANUAL or TRACK.
Action Camera	Toggle whether the camera will automatically spin to show off Executions as you perform them when you use your Medicomp.
HUD Waypoint Markers	Objectives and points of interest may have markers displayed on screen; this can be toggled between ALWAYS or 1st PERSON only.
Show Subtitles	Turn subtitles on or off.
Sound Mode	Choose between MONO, STEREO or SURROUND sound.
Music Volume	Adjust your music volume.
SFX Volume	Adjust your SFX volume.
Auto-Equip Weapon	Toggle whether or not newly-acquired weapons automatically become your active choice.

GAME SCREEN

1. Alarm Meter
2. Radar
3. Enemy Health Meter
4. Active Equipment
5. Active Equipment
6. Active Equipment
7. Health Meter
8. Energy Meter
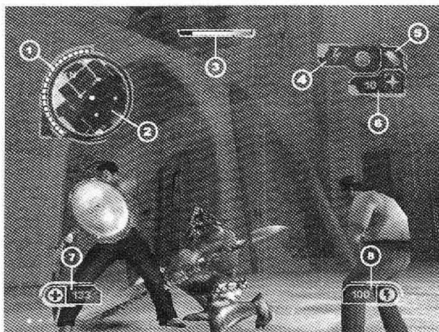
① Alarm Meter

Some levels require you to remain undetected by your prey in order to achieve success. The Alarm Meter will rise as enemies or security systems spot your presence, and if it fills completely then your hunt will be over. If you manage to evade your enemies and hide, the Alarm Meter level will drop again over time.

② Radar

The radar shows you waypoints—places of interest in the world—which are also overlaid into your normal view with a range-to-target readout.

Depending on which Vision Mode you are in, the radar will also show nearby characters of various types, and items such as recharge points.

③ Enemy Health Meter

Powerful enemies will have their own health meters displayed on screen while you are fighting them.

④ ⑤ ⑥ Active Equipment

These icons indicate your currently selected ranged weapon and gadget, along with whether you have your Wrist Blades extended or not.

⑦ Health Meter

Your health meter decreases when you take damage. If you let this drop to zero, you will die.

⑧ Energy Meter

Your energy meter decreases as you use your Cloak, Plasmacaster or Smart Disc. If this drops to zero, these items will no longer function until you find a recharge point.

ACTIONS

Walk/Run

- Move the left analog stick slightly to walk in any direction.
- Move the left analog stick all the way to run in any direction.

Controlling the Camera

- Move the right analog stick to adjust the camera.
- Press the L3 button to toggle through the default camera positions.
- You can re-center the camera behind you at any time by pressing the L1 button or by pressing the R3 button.

(Actions continued on next page)

Jump

(Default ⊗ button)

- Press the ⊗ button to jump.
- Use the left analog stick to aim your landing.
- Press and hold the ⊗ button to crouch jump.
- Wall bounce by pressing the ⊗ button again when you jump against a vertical surface.
- Jump straight at a climbable surface to attach to it (see Tech Vision Mode on page 10).

Attack

(Default controls)

- Press the ○ button to perform a Light Attack using your Wrist Blades or Unarmed.
- Press the down directional button to extend or retract your Wrist Blades.
- Press the △ button to perform a Heavy Attack using your Combistick, Glaive or Maul.
- Perform combinations of both buttons to vary your attacks and perform different finishing moves.
- While locked onto a target (see Target Lock-on section below), an icon will appear over the target's head when you can perform various special attacks by pressing the ○ button or by pressing both the ○ and △ buttons together. See the training levels in game.
- Press the R1 button to launch a Ranged Attack with your projectile weapons.
- Attacking an enemy Unarmed will allow you to stun and grab them, after which you can carry them around or perform specialized killing moves.

Switch Weapons

(Default SELECT button)

You can have one light and one heavy melee weapon assigned to your attack buttons at any time, plus one ranged attack.

- Press the SELECT button to bring up the Weapons select screen.
- Press the up and down directional buttons to select the item, then press the left and right directional buttons to cycle between the various items available.
- Press either the SELECT button or the △ button to return to the game when you are happy with your choices.

Target Lock-On

(Default L1 button)

- Press and hold the L1 button to target the nearest enemy.
- When locked on to a target you can switch targets by pushing the right analog stick in the direction of the alternate target.
- When locked on, your movements become relative to the target.
- When locked on, you can perform special moves on an enemy, such as Grapples and Executions–see the training levels in game.

Healing

(Default □ button)

- Make sure you have the Medicomp as your active gadget, and press the □ button to use it when your health is low. Your Medicomp uses up Healing Charges, so use it carefully.

Cloaking

(Default controls)

- Press the up directional button to activate your Cloak.
- To deactivate your cloak, press the up directional button again.
- Your Cloak is most effective if you remain motionless; the faster you move, the more chance the prey will detect your presence.
- Note that your cloak will not work in wet conditions so avoid these wherever possible while in stealth mode. Certain enemies and security systems may also be able to defeat your Cloak.

Vision Modes

(Default controls)

- Press the left directional button to activate your vision mode.
- To deactivate your vision mode, press the right directional button.
- Press the left directional button to cycle through your three vision modes (see below for details).
- Note that Vision Modes are only available when you are equipped with your Predator Mask.

Thermal Vision Mode

This highlights prey based on their body heat. Performing a detailed scan (by locking on to the target in first person) will analyze a target's armor and physical structure for weaknesses. By studying the resistance to the various attacks in your arsenal, you can choose the most efficient weapon for each kill.

Neuro Vision Mode

This is tuned to the electrical activity of the human brain and its pheromone signatures. This allows you to determine the current primary emotion of the prey, as shown by the following color key:

Green: Passive (non-threatening)
Flashing Green: Panicking
Yellow: Hostile (potentially aggressive)
Red: Aggressive
Flashing Red: Violent (attacking you)

A detailed scan (performed by locking on to the target in first person) will evaluate the prey's loyalty and highlight any nearby individuals who share that loyalty. Markers will be added to your HUD to allow easy detection of this prey group, even through intervening physical obstacles.

Tech Vision Mode

This detects fluctuating energy signatures which can be useful or harmful to you. Energy sources which can be used to replenish your power supply, mechanical enemies, electronic security systems, and surfaces which you can climb are the most common items highlighted.

A detailed scan (performed by locking on to the target in first person) will analyze a target's weaponry and technological equipment, plus any cybernetic augmentations. The scan can also be used to discover the properties of electronic security devices such as cameras. This will allow you to evaluate what threat the prey may present, and act accordingly to achieve a successful hunt.

1st-Person Mode

(Default)
- Press the L2 button to enter 1st-person mode. Pressing the L2 button again will exit 1st person.
- Move the left analog stick while in 1st person to look around.
- Move the right analog stick while in 1st person to lean from side to side.
- Pressing the R3 button allows you to zoom in; pressing the L3 button allows you to zoom out.

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Alien hunter costume.   (Avp 2004)

Bad blood costume and maul upgrade.

City hunter costume.   (Predator 2 1997)

Dark blade clan costume.

Jungle hunter costume   (Predator 1987)

Ritual Armor Costume

Kill all snipers at the area where you have
to kill the lieuteants.
                          (A night to remember mission)

Destroy the big computer up on the topat
the start of the level.   (The new flesh mission)

Kill 50 aliens   (Bug hunt mission)

Ignore the first set of enemies and go and
find a man to kill.   (Extinction event)

Kill irish boss in midsummer night's massacre
mission.

Destroy 3 series of Vehicles that have Stolen
Technology.   (Under The Gun Mission)