IN A DISTANT QUADRANT

CLOSE TO THE CENTER OF THE GALAXY, THE EVIL CHAIRMAN DREK, LEADER OF THE BLARG, IS PLANNING TO PULL OFF THE MOST CRAZED REAL ESTATE LAND GRAB IN THE HISTORY OF THE UNIVERSE. WE'RE TALKING WHOLE CHUNKS OF PLANETS HERE! HE WANTS TO BUILD A NEW PLANET USING THE BEST PARTS OF ALL OF THE BEST PLANETS IN THE GALAXY. AND, WHAT CHAIRMAN DREK WANTS, CHAIRMAN DREK USUALLY GETS. ALL HE HAS TO DO IS CONVINCE THE INHABITANTS OF THOSE PLANETS TO PART WITH A FEW THOUSAND HECTARES OF THEIR PRECIOUS WORLDS. AND IF THEY CAN'T BE CONVINCED, WELL, THEN HE'LL JUST TAKE IT. MILLIONS OF BEINGS WILL BECOME HOMELESS UNLESS SOMEONE INTERVENES. IN ORDER TO PULL OFF HIS BIG PLAN, DREK CREATES A FORMIDABLE ARMY OF WAR-BOTS AND BLARG WARRIORS. IN ONE OF THE ORBITING BOT FACTORIES, PLANT Z332, A COMPUTER GLITCH PRODUCES A DIMINUTIVE BUT BRAINY ROBOT NAMED CLANK. CLANK REALIZES WHAT'S GOING ON AND MAKES A HASTY ESCAPE, TAILED BY SECURITY BOTS.

MEANWHILE, ON THE PLANET VELDIN, A YOUNG, SELF-TAUGHT MECHANIC, NAMED RATCHET, IS WORKING HARD TO GET HIS LATEST SPACESHIP DESIGN TO FLY. RATCHET HAS A SPECIAL TALENT FOR BUILDING AND REPAIRING THINGS AND HIS ONE DREAM IS TO SOMEDAY LEAVE HIS HOME PLANET AND HEAD OUT ON AN INTERGALACTIC ADVENTURE!

UNFORTUNATELY WITHOUT A ROBOTIC IGNITION SYSTEM, HE'S OUTTA LUCK. BUT THINGS ARE ABOUT TO CHANGE... CLANK IS SHOT DOWN OVER VELDON AND YOU GOT IT... CLANK'S GOT A ROBOTIC IGNITION SYSTEM!

THE TWO STRIKE A HASTY DEAL — RATCHET AGREES TO HELP CLANK FIND THE ONE PERSON WHO CAN SAVE THE GALAXY, CAPTAIN QWARK! HE'S THE HERO OF THE UNIVERSE, AVENGER OF THE WEAK, (THAT IS IF YOU BELIEVE HIS INFORMERCIALS,) AND CLANK AGREES TO START RATCHET'S SHIP.

AND THE SOLAR-SEARCHING, GALAXY-STOMPING ADVENTURE BEGINS...

RATCHET'S RULES OF ENGAGEMENT:

IF YOU CAN'T GET A WRENCH AROUND IT, BLAST IT!

ARE YOU PLANNING A SPACE MISSION?

Will you do battle with an overwhelming force of killer robots and slimy aliens?

WHY NOT RELY ON HIGH QUALITY GADGETRON PRODUCTS?

Gadgetron is your full service leader for weapons and gadgets and we want to help.

- Locations galaxy-wide assure you that a Gadgetron vendor is close to the battlefield when you need the right weapon.
- Gadgetron also provides information systems featuring our Helpdesk and infobot technologies, medical equipment with our amazing nanotech healing system, and sporting goods featuring a complete line of hoverboards.

SO IF YOU WANT TO INVADE A PLANET, TAKE ON AN ARMY OR JUST FIND THAT PERFECT GIFT, THINK GADGETRON... BECAUSE SPACE CAN BE A REALLY NASTY PLACE.

CONTROLS

Menu Controls

Highlight Menu Item	Left Analog Stick Or Directional Button
Select Menu Item	⊗ Button
Previous Menu	⊗ Button
Open Main Menu	Start Button
Open Map Screen	Select Button Or R3 Button

General Character Moves

Run	Left Analog Stick
Walk	Left Analog Stick (Half-Way)
Jump	⊗ Button
Pull Up From Ledge	⊗ Button
Drop From Ledge	R1 Or R2 Button
Move While Hanging From Ledge	Left Analog Stick Or Directional Button ←/→
Weapon Quickselect	⊙ (Hold) + Left Analog Stick Or Directional Button
Fire Weapon Or Use Gadget	⊙ Button
First Person Targeting	L1 Or L2 Button
Look Around Mode	L1 Or R1 (Hold) + Right Analog Stick Or Directional Button
View Behind Ratchet Or Clank	Tap L3 Button
Swing View	Left Analog Stick
Quick Switch Between Last Two Hand Items	Double Tap ⊗ Button

Ratchet Only

Double Jump	⊗ Button (Tap Twice)
Swing Wrench	⊙ Button
Multi-Strike	⊙ Button (Three Times)
Hyper-Strike	⊗ Button + ⊙ Button
Comet-Strike	R1 Button (Hold) + ⊙ Button
Wall Jump	⊗ Button While Jumping Toward Wall, ⊗ Button Again When Contacting Wall
Flip Left Or Right	R1 Button (Hold) + ⊗ Button + Left Analog Stick Or Directional Button ←/→
Back Flip	R1 Button (Hold) + ⊗ Button + Left Analog Stick Or Directional Button ↓
Crouch	R1 Or R2 Button (Hold)
Crouch Turn	R1 Or R2 Button (Hold) + Left Analog Stick Or Directional Button
Use Weapon/Equip Selected Weapon	⊙ Button

Hell-Pack

Boost Jump	Press L1 Or L2 To Crouch And Press The ⊗ Button
Stretch Jump (While Running)	Press The L1 Or L2 Button And Press The ⊗ Button
Glide	Press And Hold The ⊗ Button After Performing ⊙ Double Jump

Thruster-Pack

Boost Jump	Press L1 Or L2 To Crouch And Press The ⊗ Button
Stretch Jump (While Running)	Press The L1 Or L2 Button And Press The ⊗ Button
Glide	Press And Hold The ⊗ Button After Performing A Double Jump
Power Slam	Press R1 At The Apex Of A Boost Jump
Activate Hover Mode	Double Tap The R1 Or R2 Button
Strafe (While Hovering)	Hold Down The R1 Button And Use The Directional Buttons Or Left Analog Stick

Hydro-Pack

Turbo Swim	Press And Hold The R1 Or R2 Button While Under Water

Jet Plane

Fire Machine Guns	⊙ Button
Fire Missiles	⊙ Button
Turbo	⊗ Button

Swimming

Swim	Directional Button Or Left Analog Stick
Dive Underwater	⊙ Button (Hold Down To Dive Faster)
Resurface	⊗ Button (Hold Down To Rise Faster)

Hoverboard

Steer	Directional Button Or Left Analog Stick
Jump	⊗ Button
Tricks	Directional Button Or Left Analog Stick With L1, L2, R1 Or R2

Clank Only

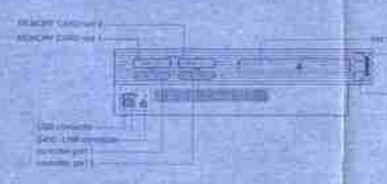
Punch	⊙ Button
Jump	⊗ Button
Glide	Press And Hold ⊗ Button After Jumping

Giant Clank

Fire Rockets	⊙ Button
Punch	⊙ Button
Energy Blast Special Attack	⊙ Button
Jump	⊗ Button

Getting Started

Set up your PlayStation®2 computer entertainment system according to the instructions in the manual. Make sure the main power switch (located in the back of the console) is turned ON. Press the RESET button. When the power indicator turns green, press the OPEN button and the disc tray will open. Place the *Ratchet & Clank*™ disc on the disc tray with the label side facing up. Press the OPEN button again and the disc tray will close. Attach a game controller and other peripherals as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.



Memory Card

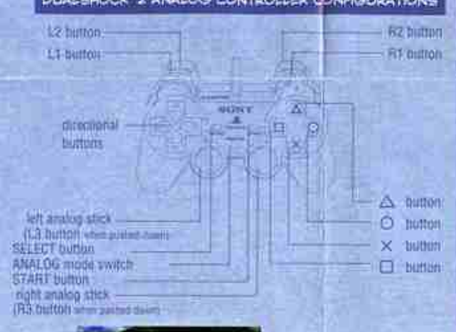
To save game settings and progress, insert a memory card (8MB) (for PlayStation 2) into the memory card slot 1 of your PlayStation 2 computer entertainment system. You can load saved *Ratchet & Clank* game data from the same card or any memory card (8MB) (for PlayStation 2) containing previously saved games.

Starting Up

Press Start at the Title Screen

1. On the Main Menu select new game.
2. When asked if you would like to create a save file, press the ⊙ button.
3. On the start new game menu press the directional button or left analog stick ↑/↓ to highlight a slot to store game data and press the ⊗ button to begin the game.

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



Saving and Loading Game Data

Saving

Ratchet & Clank has an auto save feature that saves your game progress after you create a save game file. When you start up the game, if there is no save file, you will be prompted to create one by pressing the ⊙ button.

As you progress through the game, the following icon appears. When this appears, the game is autosaving your progress. Do not remove the memory card (8MB) (for PlayStation 2) or turn off the system while this icon is on-screen.

If you remove the memory card (8MB) (for PlayStation 2) during gameplay, a message will appear informing you the auto save has been disabled. In order to re-enable the auto save, re-insert a memory card (8MB) (for PlayStation 2) and perform a manual save.

Manual Save

If you want to manually save game data:
1. Press the Start button to display the pause menu.
2. Select the Options menu and select Save.
3. Select the slot where you want to save the current data.

Loading

If you want to resume your saved game, select load game on the title screen to begin play from where you left off during the last session of play. You can also load a different saved game file during play:
1. Press the start button to display the pause menu.
2. Select the options menu and select load.
3. Select the slot containing the game you want to load.

NOTE: IF YOU SELECT A SLOT WHERE DATA ALREADY EXISTS, YOU WILL BE ASKED IF YOU WANT TO OVERWRITE THE EXISTING DATA. PRESS THE ⊙ BUTTON IF YOU WANT TO OVERWRITE THE DATA WHICH WILL BE ERASED.

WEAPONS

Below are *just a few* of the many weapons and gadgets you can find as you explore the galaxy. As you earn more bolts visit a Gadgetron vendor near you to buy even more weapons and gadgetry.

WARNING: GADGETRON (AND ITS SUBSIDIARIES) ARE NOT RESPONSIBLE FOR MISUSE OF ITS PRODUCTS.

Omniwrench 8000
The Omniwrench 8000 is the perfect tool. Not only does Ratchet fix up spaceships and tighten up loose bolts with this baby, but since his homeworld was invaded, Ratchet has turned it into an effective weapon. Quick smack anything within arms length, execute a multi-strike combo attack or throw it like a boomerang with the Comet Strike feature. And, it's magnetically charged so it vacuums up bolts.

Bomb Glove
Bomb Gloves pack serious medium range explosive power in the palm of your hands for free! (with any omniwrench purchase). Press the left analog stick to position the aiming reticle where you want to throw and press the ⊙ button to just throw the thing. And at a mere five bolts per bomb, this product is a universal hit with thrift minded mercenaries. *(If you like our free bomb glove please check out our full line of glove based weaponry from the Gadgetron Weapons Division.)*

Swing Shot
The Swing Shot is a grappling hook-like device designed to attach itself to our Swing Shot Versa-Target accessories and launch you across vast distances. *(See the online help for more details on its operation.)*

Pyrocitor
BBQ anyone? Pyrocitor is our version of a flamethrower. Fire quick hot bursts or scorch larger areas. Flame broiled at its best!

Blaster
This weapon offers rapid-fire reliability, devastating firepower and highly accurate shots. Try holding down L1 to fire in first-person.

Glove of Doom
Glove of Doom releases our patented Doom Eggs which quickly hatch into a quartet of mini search-and-destroy robots that we affectionately call Agents of Doom. You can have up to eight of these scary little machines running around spreading explosive destruction. Kind of cute aren't they?

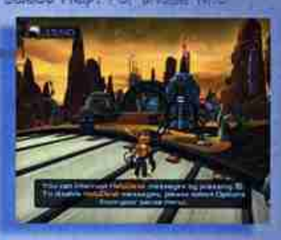
Suck Cannon
Think of a weapon-grade vacuum cleaner and you have the Suck Cannon. And it's bagless! The Suck Cannon will suck up small enemies and convert them to explosive projectiles.

WARNING: THE SUCK CANNON IS NOT RECOMMENDED FOR HOUSEHOLD CHORES.

Trespasser
Who needs a locksmith when you've got a handy-dandy Trespasser. This baby can hack into any Laser Invinco-Lock system. *(See our online help for details.)*

COLLECTIBLES

Gadgetron Helpdesk appears when you need it most. The Helpdesk will explain the details behind most Gadgetron and non-Gadgetron products. For even more aid, press the Start button to pause the game and select Help. For those who like to do things the hard way, the Helpdesk can be turned OFF in the Options Menu.



Infobots
Infobots are small robots that display special video information that usually reveal clues about new locations. Infobots also provide planetary coordinates for your shipboard computer. You need Infobots to travel to new planets.

Bolts
Hardware makes the universe go 'round and it's all made possible by bolts. You need bolts to buy weapons, ammo and gadgets. If you have enough bolts you can buy tons of weapons, ammo and gadgets, so get every one you can find. Crates are full of bolts. Knock off a Blarg or any other living or robotic creature and they'll cough up some bolts too.

Gold Bolts
Find these in those hard-to-reach places throughout the planets.

It's been rumored that they can be used to purchase some rare equipment, but there is nothing in our database to confirm or deny this.

HINT: IF YOU PURCHASE THE NEW GADGETRON PDA, YOU CAN HAVE AMMO DELIVERED TO YOU ANYTIME, ANYWHERE.

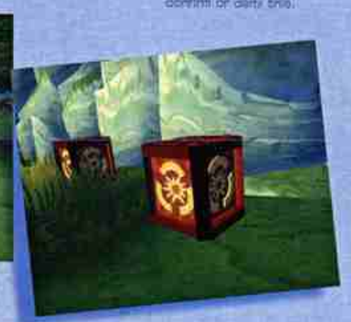
Ammo
Most weapons require ammunition but have a limited ammo-carrying capacity. Ammo can be purchased from ammo vendors found scattered throughout the environment or inside specially-marked Gadgetron boxes.

Quickselect System
The inventory of weapons and gadgets can get huge. You can select your eight favorite weapons or gadgets and equip them using our patented Quickselect System. To open the Quickselect System, press and hold the ⊙ button and use the Directional Button or left analog stick to select your weapon or gadget of choice then release the ⊙ button to equip.

To update the gadgets you've chosen for your Quickselect System, go to the Quickselect option on the Pause menu.

Bolt Crates
Whack these and collect all of the bolts.

Gadgetron Crates
Look for the "G". It signifies genuine Gadgetron Ammo. But, if you've already maxed out the ammo level for a weapon, you won't be able to pick up any of the contents. You can also buy ammo from the Gadgetron vendor near you.



Time Bomb Crates
Touch one of these red crates and it will begin to flash and countdown to a big bang. Don't get caught too close when they blow. These crates contain bolts too. Hit them with your Omniwrench 8000 or any weapon and they explode instantly.

Nanotech
Another medical miracle brought to you by Gadgetron. Nanotech heals injuries instantly from the inside out using Nanobots. Just hit it for quick activation. If you use up all four of the Nanotech's Spheres that Ratchet carries, you will restart at either his ship or at another checkpoint.

NOTE: RATCHET CAN SWITCH BETWEEN THE LAST AND CURRENTLY EQUIPPED WEAPON OR GADGET BY DOUBLE TAPPING THE ⊙ BUTTON. THIS WILL ONLY WORK WITH WEAPONS AND GADGETS EQUIPPED USING THE QUICKSELECT SYSTEM.

MAPS

The Galactic Map is where you choose your destinations. View the Galactic Map by jumping into your ship (Press the ⊙ button when you're standing next to it).

The Mission Screen
The Mission Screen is where you check out mission objectives for a destination. You can also see how many Gold Bolts you've picked up on that planet. And most importantly, you can blast off to that destination by pressing the ⊙ button.
- Each mission has a checkbox next to it. When you have completed a mission it is checked off. You can return to any planet you want, even when all the mission requirements are checked off to grab more bolts.
- Press the ⊙ button to view the infobot data for the planet you are about to visit.

Planet Map
To view a Planet Map for any destination, press the Select button or R3 button. The first map you will see is your current location.
- Press the left analog stick to scan the map.
- Press the right analog stick ↑/↓ to zoom the map in or out.
- Press the L1 or R1 button to change maps.

CUSTOMIZE CLANK

YOU CAN BUY ENHANCEMENTS TO INCREASE CLANK'S ROBOTIC FEATURE SET AT ROBO SHACK LOCATIONS FOUND THROUGHOUT THE GALAXY. ROBO SHACK HAS AN INTERSTELLAR REPUTATION (FUELED NO DOUBT BY A HUGE ADVERTISING BUDGET) AS THE PREMIER ONE-STOP ROBOTIC REPAIR SHOP. AND THE REALLY GOOD NEWS IS THAT THE PROPRIETORS GIVE PERSONALIZED SERVICE WHILE YOU WAIT. DROP INTO ANY ROBO SHACK WHEN YOU ACCUMULATE SOME BOLTS AND GET A QUOTE FOR SOME GREAT CLANK MODIFICATIONS.

ONE OF THE MOST POPULAR ROBO SHACK LOCATIONS: AL'S ROBO SHACK, IS CENTRALLY LOCATED IN DOWNTOWN METROPOLIS ON THE PLANET KERWAN JUST MINUTES FROM ANY PLANET IN THE SYSTEM. SO DROP ON BY.

GADGE-BOT (CLANK ONLY)

THE GADGETRON GADGE-BOT IS JUST WHAT YOU NEED TO TAKE ON SERIOUS ENEMY CHALLENGES AND IT'S A FREE SERVICE OF GADGETRON (IN LIMITED AREAS ONLY). JUST STRIKE THE GADGE-BOT CONTAINER TO ACTIVATE THE LATEST IN COMBATBOT TECHNOLOGY. JUST HOLD DOWN THE ⊙ BUTTON TO GIVE YOUR GADGE-BOTS THE COMMANDS: WAIT, FOLLOW, ENTER AND BEST OF ALL, ATTACK.

SHOP AT A GADGETRON VENDOR NEAR YOU

- NEED TO BUY THAT SPECIAL WEAPON?
- LOAD UP ON AMMO FOR A WEAPON YOU ALREADY HAVE?

We have it all, just find a Gadgetron.

AMMO 4 LESS

ALL TRANSACTION COSTS ARE AUTOMATICALLY SUBTRACTED FROM YOUR BOLT ACCOUNT.

Credits

Created And Developed By Insomniac Games
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Brian Algeier
Greg Baldwin
Tom Barlow
T.J. Bondelon
Sunny Chen
Ryan Dunnison
Chad Dyson
Gavin Dodd
Stephanie Duke
Jackie Evanochick
John Florio
Tony Garcia
Craig Goodman
Dave Guertin
Dave Hancock
Jared Hardy
Alex Hastings
Brian Hastings
Peter Hastings
Moses Hood
Dan Jonnson
James Justin
John Lally
Jay Koolstrappelli
Steve Martin
Lesley Matheson
Rolf Moitt
Colin Murison
Lloyd Murphy
Ted Price
Mark Rais
Roberto Rodriguez
Jason Skiles
Craig Sisto
Mike Stout
Chuck Suong
Tim Trzeciacz
Oliver Wade
Bill Wright
John Wu
Mike Yazjian

Carny Games
Mark Carny

Music Composed And Performed By
David Bergeaud

Voice Actors
Mikey Kelley
As Ratchet

David Kaye
As Clank, Scrap Metal Hunter, Bob, Blarg Scientist

Jim Ward
As Captain Qwark, Deserter, Gadgetron CEO

Kevin Michael Richardson
As Drek Commander, Announcer, Bouncer

Mona Marshall
As Helpdesk Girl, Bikinini, Grark's Fitness Trainer

Neil Flynn
As Weaponsmaker, Bird McMahn, Robot Lieutenant, Phenson Foreman

Chad Einbinder
As Resort Owner, R.Y.N.O. Salesman

Jack Angel
As Mayor

Sylvia Anastos
As Darla Gratch

Chris Hatfield
As Rip Al

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Packaging & Manual Design
Origin Studios

Manual Copy
Hamilton Inc.

The Ratchet And Clank Background Engine Was Developed Using Proprietary Technology And Code Created At Naughty Dog, Inc.

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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.

Ratchet & Clank Tips and Hints

PlayStation 2 Hint Line
Hints for all games produced by SCEA are available:

Within the US	1-900-933-SONY (1-900-933-7669) $0.95/min. and min. 31.49/min. for (All prices are subject to change (subject to availability). $3.00-$20.00 for card exchange
Within Canada	1-900-451-5757 $1.50/min. and min. (All prices are subject to change)

For US callers, game counselors are available 8AM-6PM PST, Monday-Friday. Automated is available 24 hours a day, 7 days a week. Live support for Canada not available at this time. This hint line supports games produced by Sony Computer Entertainment America. No hints will be given on our Consumer Service Line. Callers under 18 years of age, please obtain permission from a parent or guardian before calling. The service requires a touch-tone phone.

Consumer Service/Technical Support:
1-800-345-SONY (1-800-345-7669)

Call this number for help with technical support, installation or general questions regarding the PlayStation game console and its peripherals. Representatives are available Monday-Friday, 7AM-6PM PST.

www.playstation.com
Our menu is always hot! Visit our website and find out what's happening — new titles, new products and the latest information about the PlayStation 2 computer entertainment system.

LIMITED WARRANTY

Sony Computer Entertainment America (SCEA) warrants to the original purchaser of this SCEA product that this software is free from defects in material and workmanship for a period of ninety (90) days from the original date of purchase. SCEA agrees for a period of ninety (90) days either repair or replace, at its option, the SCEA product. You must call 1-800-345-SONY to receive instructions to obtain repair/replacement services.

This warranty shall not be applicable and shall be void if the defect in the SCEA product has arisen through abuse, unreasonable use, mistreatment or neglect. THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE SCEA. ANY IMPLIED WARRANTIES APPLICABLE TO THIS SOFTWARE PRODUCT, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL SCEA BE LIABLE FOR INCIDENTAL OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THE SCEA SOFTWARE PRODUCT.

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SHEET DESCRIPTION

INSTRUCTION MANUAL
CONCEPTUAL LAYOUT

PlayStation 2

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RATCHET
& CLANK™