

Disney's

# TRK OUT OF THE SHADOWS



INSTRUCTION BOOKLET





## **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 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.

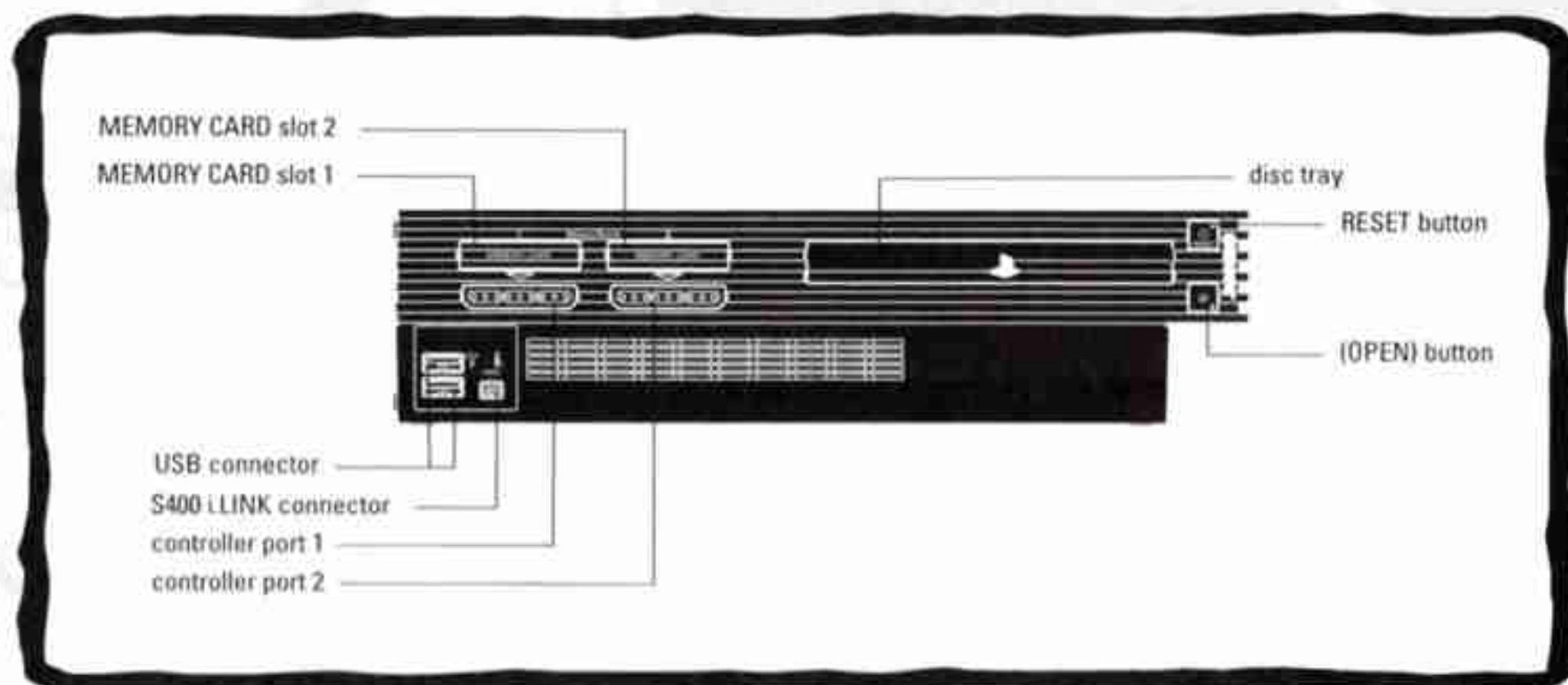


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# STARTING THE GAME



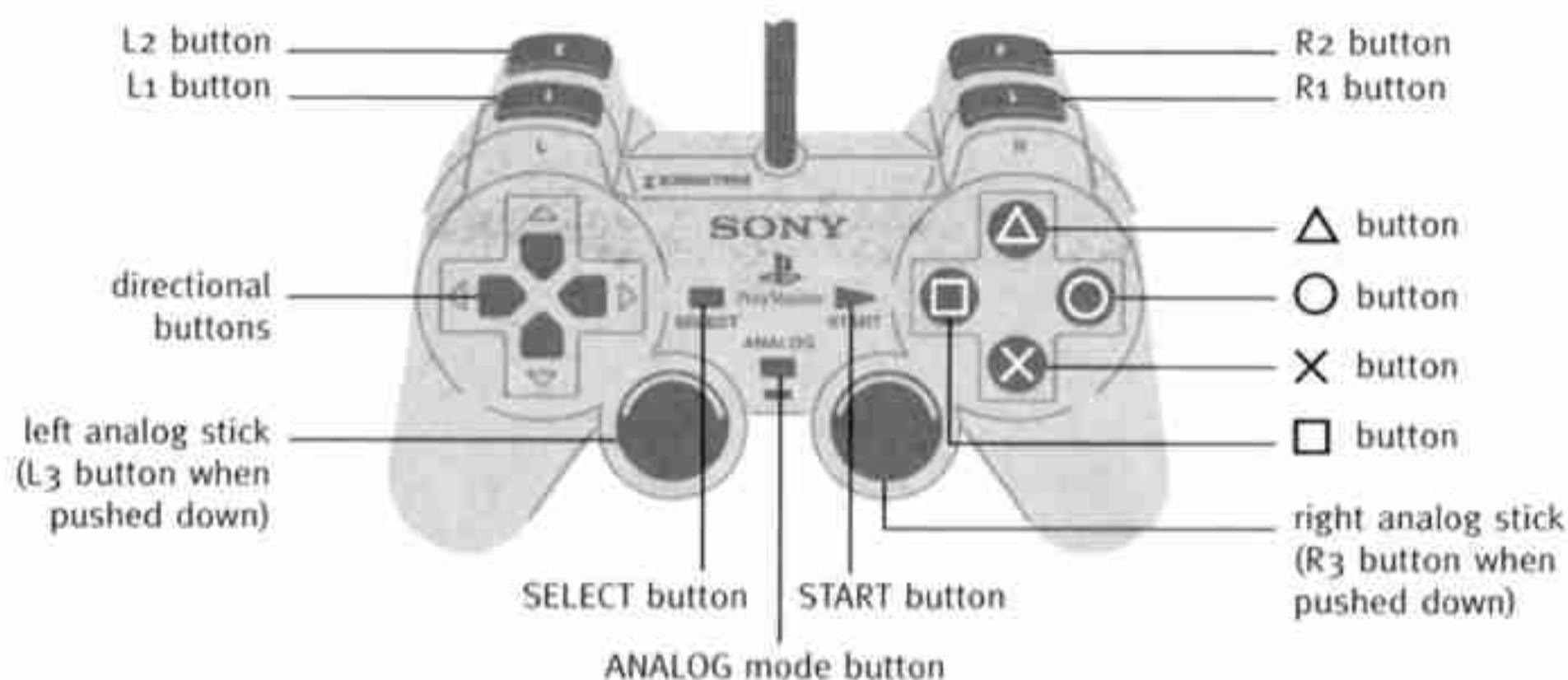
1. Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual.
2. Make sure the MAIN POWER switch (located on the back of the console) is turned on.
3. Press the standby/RESET button. When the power indicator lights up, press the open button and the disc tray will open.
4. Place the Disney's PK 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.

**Caution:** You are advised against inserting or removing peripherals once the power is switched on.



# THE CONTROLS

## DUALSHOCK®2 ANALOG CONTROLLER



You can select the control settings that best suit you via the Options Menu/Control settings. You can access 4 different settings. Configuration 1 will be available by default.

**NOTE:** Disney's PK supports the DUALSHOCK®2 analog controller and DUALSHOCK® analog controller. The digital pad cannot be used.





# THE CONTROLS

## **R1 BUTTON**

- **PK Sight**
- **Camera Movement**

Use the R1 button to look at the world through PK's eyes. This function is not always available.

## **R2 BUTTON**

- **Targeting**

Press and hold the R2 button to engage the X Transformer's Target-Lock.

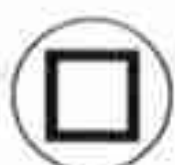


## **BUTTON**

- **Jump**
- **Propulsion Jump**



Press the X button twice to activate the Propulsion Jump. Use this to extend a single Jump, and possibly float to other areas.



## **BUTTON**

- **Fire**
- **SuperCharge**

Press the square button to use the X-Transformer's weaponry. After acquiring the X-Transformer's SuperCharge power, **press and hold** the square button to use the SuperCharge. If PK's health is low, the SuperCharge will not function.



## **BUTTON**

- **Change Costume**

If PK receives a new Costume, press the circle button to change costumes. Be on the lookout for a new Costume, as it may have special powers!

## **RIGHT ANALOG STICK**

- **Switch Target**

Use the right analog stick to switch between targets while the Target-Lock is engaged.

## **START BUTTON**

- **Pause Menu**

The Pause Menu can be accessed any time during the game.

In all the menus, the directional buttons and the left analog stick are used to choose between different options. The button confirms your choice and allows you to access the next menu. The triangle button takes you back to the previous menu.



# THE MENUS

## SELECTING THE LANGUAGE

The language can be selected when you start the game. Select the language using the left analog stick or the directional buttons in the Select Language Menu. Confirm your selection by pressing the X button.

Once you have selected a language, you must quit the current game in order to select a different language.

## START MENU

**New Game:** Start a new game.

**Load Game:** Load a saved game.

**Sound:** Access the sound options.

**Vibration:** Activate or deactivate the vibration function.

## PAUSE MENU

You can interrupt the adventure at any time during the game by pressing the START button. You will then have access to the following options:



**Continue:** Continue the current game.

**Restart Level:** Restart the current level or select another level. This will be very useful when rescuing the scientists, as you can also see how many scientists you need to rescue in each level.

**Sound:** Access the sound options.

**Vibration:** Activate or deactivate the vibration function.

**Quit Game:** Quit the game and go to the Select Language Menu.





# LOADING AND SAVING

You can load and save when the memory card (for Playstation®2) is correctly inserted in the MEMORY CARD slot 1.

## LOADING AN EXISTING GAME

You can load an existing game file if you have a memory card (for Playstation®2) on which Disney's PK: Out of the Shadows has been saved.

1. On the Start Menu, select Load Game.
2. Choose the adventure you want to load using the directional buttons or the left analog stick.
3. Then confirm your choice by pressing the X button.

## SAVING A GAME

Disney's PK: Out of the Shadows has an Auto Save Feature. At the end of each level, the game is saved, but only if you have created a saved game in the Start Menu.

# THE STORY

Hired as a security guard at Ducklair Tower, a building Uncle Scrooge has recently bought, Donald Duck is discovered by Computer One, a super-computer in need of some help. This chance encounter marks a turning point in Donald Duck's life. With the help of Computer One's genius, Donald is equipped with advanced cyber-gadgets, and outfitted in a hero's costume. Donald becomes PK - a real super-hero who needs a lot of real training!

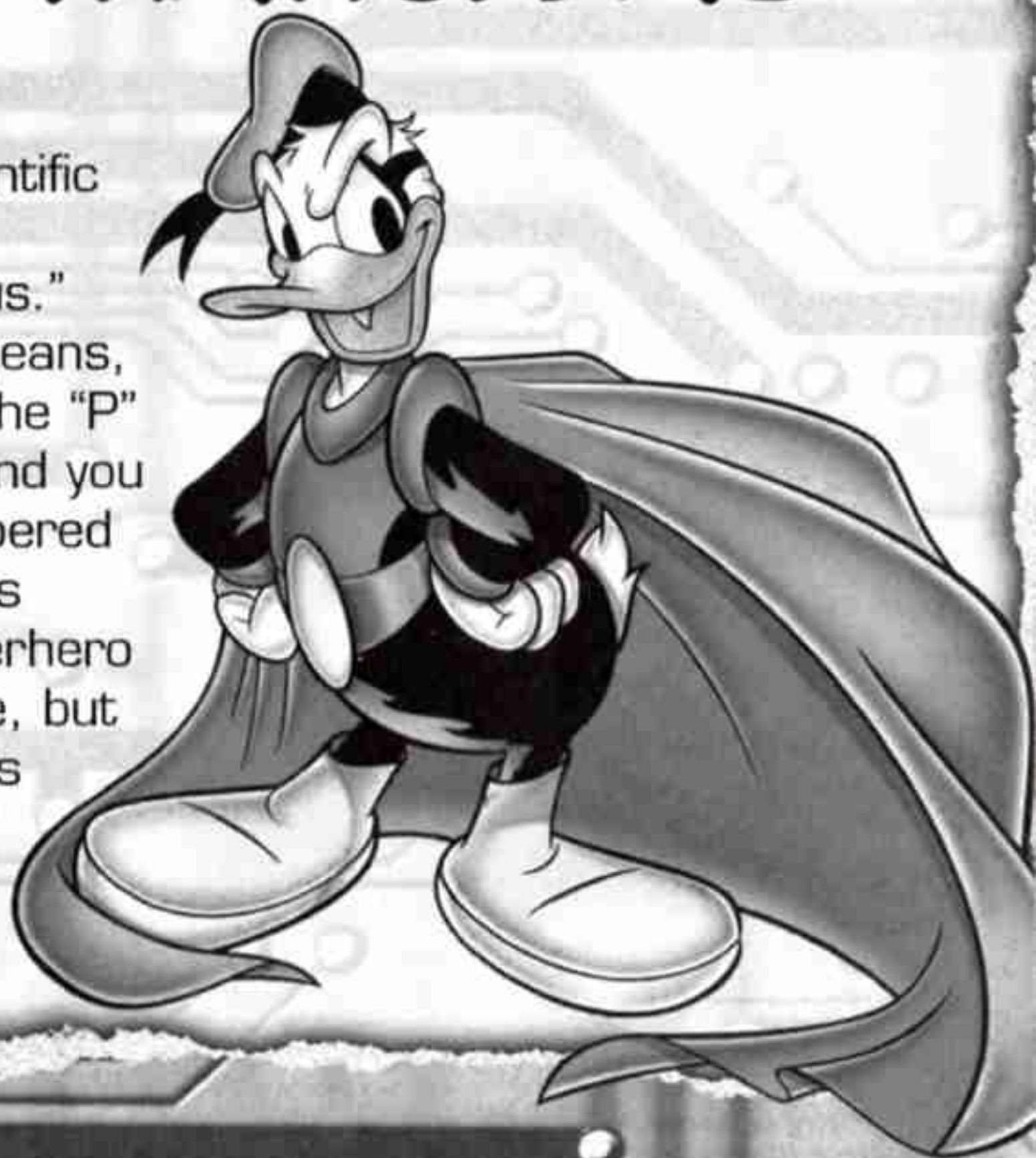
But before PK can start training, Computer One's alarms go off, and PK has his first mission (and some on-the-job training). It seems that the Evronians, a warlike race of aliens, are searching for worlds to conquer and they've chosen their next target: EARTH. Only PK has any chance of stopping the Evronians, and saving Earth!!!



# THE CHARACTERS

## PK

PK stands for the scientific Latin classification "Platyrhynchos Kineticus." Translated loosely, it means, "Duck of Energy." Put the "P" and the "K" together and you have "PK." As hot-tempered and comical as his alias Donald Duck, this superhero is not excessively brave, but he is courageous. PK is Donald, out to prove that he can really make a difference (with a little help).



## ONE

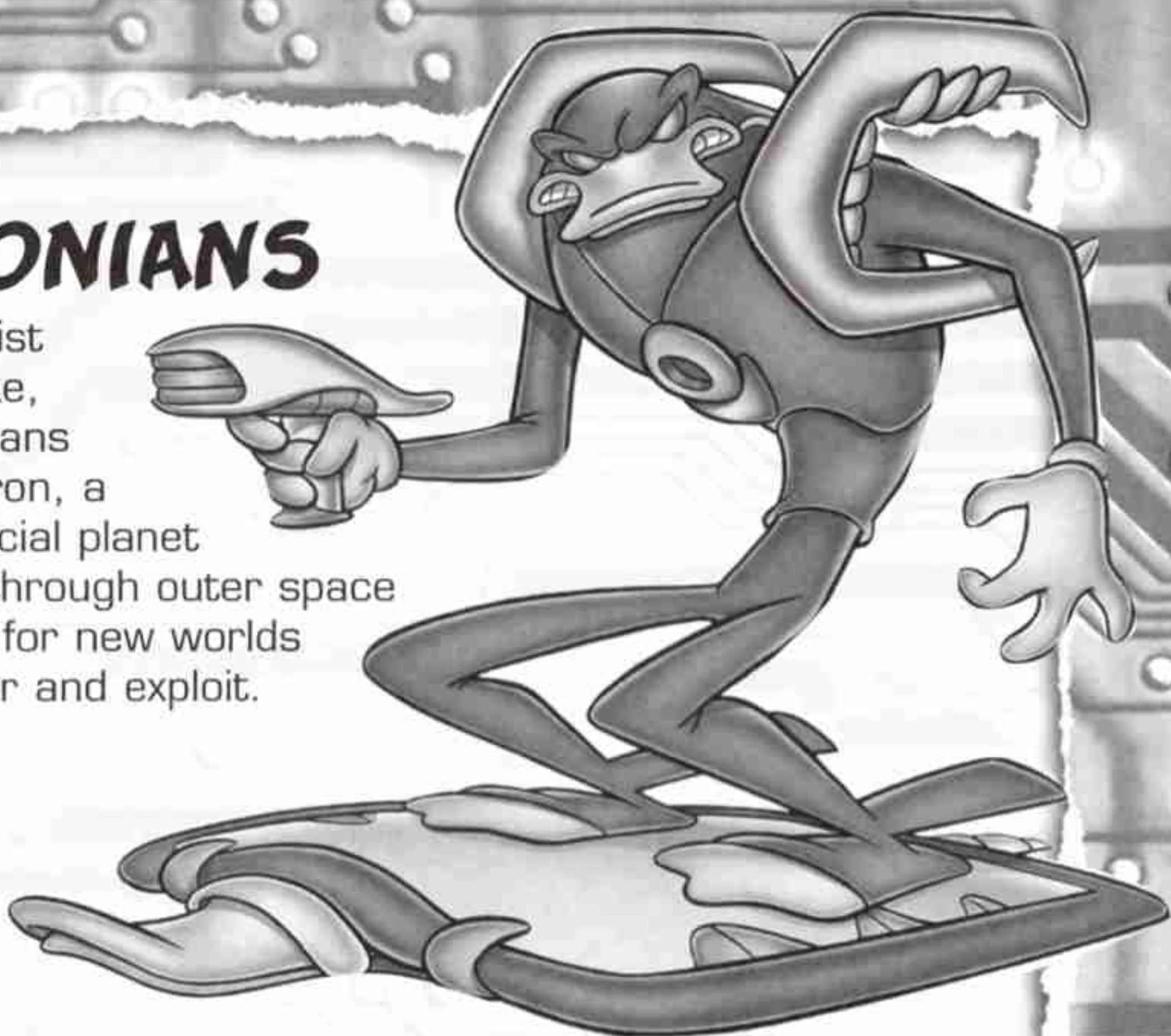
One is an extraordinary super-computer who can create the most amazing gadgets, but because he is a computer, he needs a "hand" to help defend the world from danger. PK becomes this helping "hand."





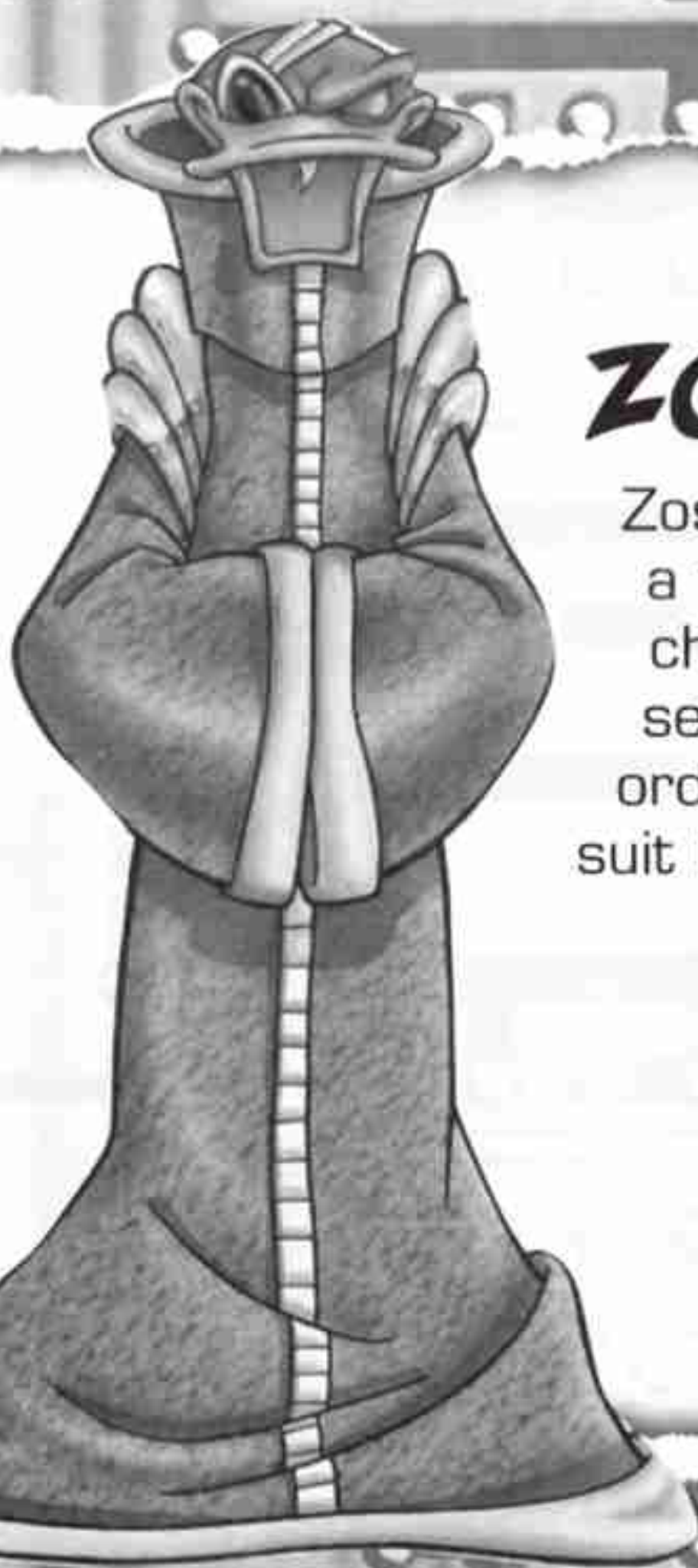
# EVRONIANS

Expansionist and warlike, the Evronians live on Evron, a semi-artificial planet traveling through outer space in search for new worlds to conquer and exploit.

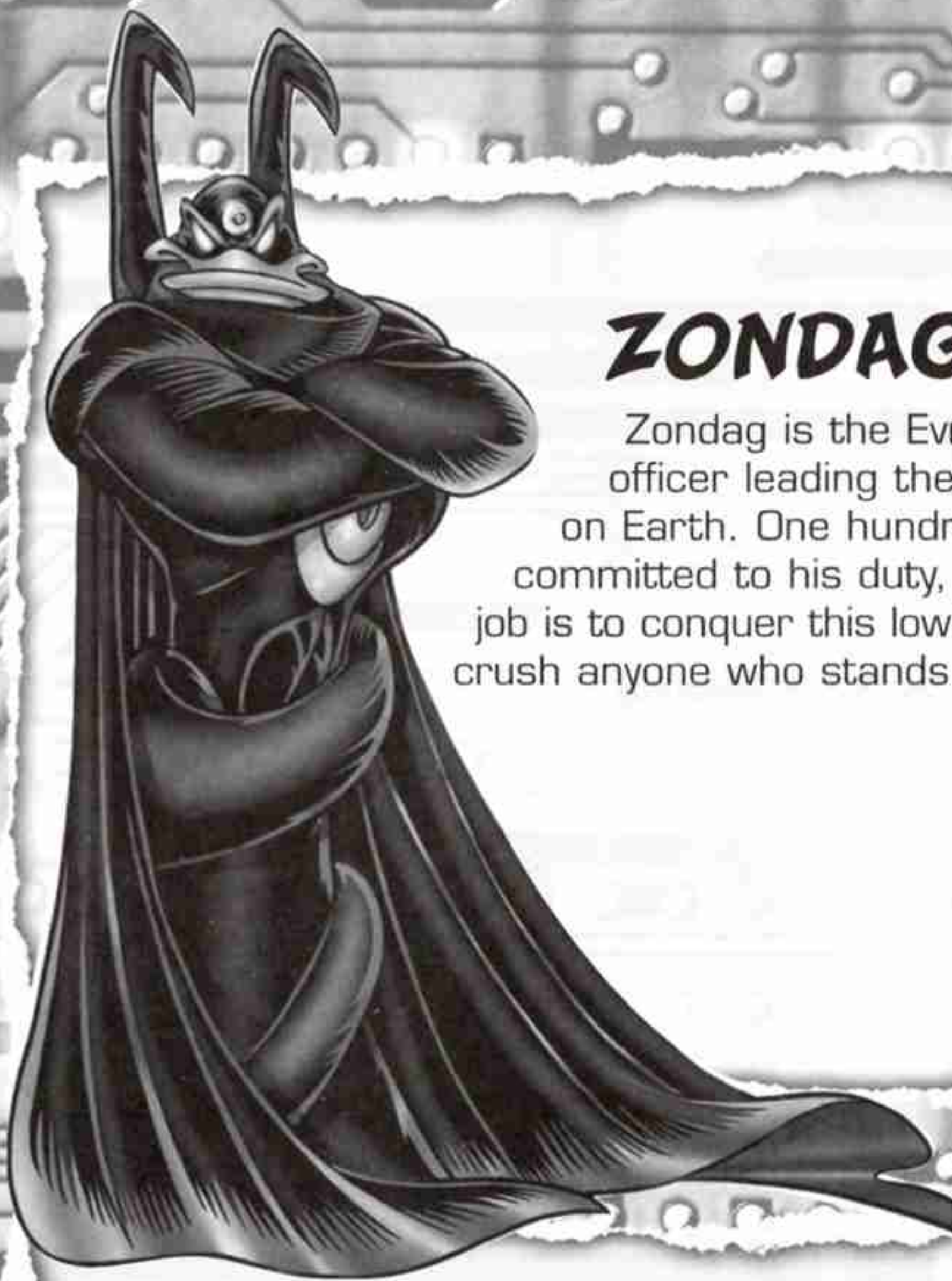


# ZOSTER

Zoster is a scientist with a thirst for power. He often chooses solutions which seem to comply with the orders received, but actually suit his own purposes.





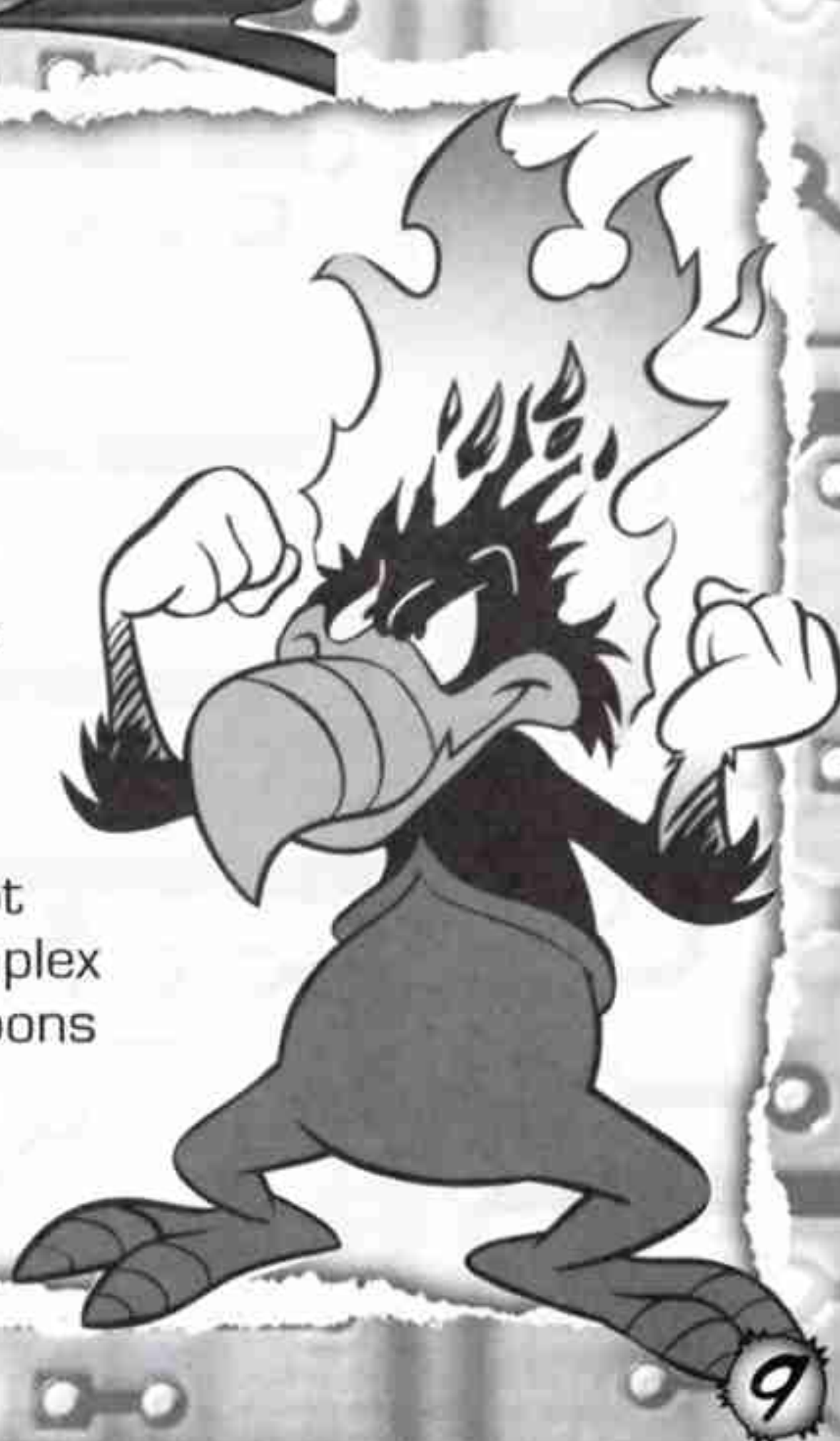


## ZONDAG

Zondag is the Evronian officer leading the attack on Earth. One hundred percent committed to his duty, Zondag's job is to conquer this lowly planet and crush anyone who stands in his way.

## COOLFLAMES

Those who are robbed of their feelings, emotions, and intelligence by the Evronians are turned into "Coolflames" – submissive, obedient slaves not smart enough to perform complex tasks, but they can wield weapons easily enough.





# GAME RULES

PK needs to destroy the Evronians and rescue all the Scientists held captive. After PK rescues at least 40 of the Scientists, he will be able to reach the final battlefield...The Evronian Mothership. This will be PK's toughest challenge, and his only chance to save Earth!

## GAME INTERFACE

### 1. Health Bar (Energizer Meter)

This meter tracks PK's energy level. It also shows whether or not PK has enough energy to use the X-Transformer's SuperCharge function. In addition, it shows which type of ammunition the X-Transformer is using and how much ammunition is left.



**Note:** The X-Transformer automatically uses the most powerful ammunition first, so be careful not to waste any upgrades. The Glowing Green dots located on the lower left of the Energizer Meter keep track of each X-Transformer upgrade PK collects during his adventure.

### 2. Scientist Icon



This indicates how many Scientists PK has rescued in the current level. Every level has 6 Scientists needing to be rescued (with the exception of the Evronian Mothership and the Boss Battles). Remember, you need to rescue at least 40 Scientists to gain access to the final stage, the Evronian Mothership.

### 3. Scientist Timer Icon

One of PK's most important objectives is to rescue the Scientists. The real challenge for PK is that the Evronians don't want to let that happen. Therefore, PK only has a limited amount of time to rescue the Scientists, once the Evronians find out that PK is close. This timer pops up and shows PK how much time he has left to save the Scientists before the Evronians warp them back to the Mothership. It also lists the amount of Scientists that are in PK's tracking range. If PK runs out of time, he will need to come back later and try again.



#### 4. Activation Star Icon



This indicates how many Activation Stars PK has collected. The Activation Stars enable PK to activate the Teleport Stations (checkpoints). PK needs 15 Activation Stars to activate each Teleport Station.

#### 5. Remote X-Transformer Icon



One of the X-Transformer's most useful upgrades is REX (the Remote X-Transformer). Once upgraded, PK can send REX into small openings that PK cannot fit into. While in flight, REX can turn, strafe, and even fire lasers at obstacles inside these areas.



#### 6. Mission Report

At the end of each level, Computer One provides PK with a mission report. This mission report updates PK on his progress. It indicates how many Scientists have been rescued, how many still need to be rescued, and how powerful the X-Transformer has become.





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Before contacting Ubi Soft Entertainment's Technical Support Department, please first read through this manual. Also browse through our FAQ listings or search our support database at our website, <http://support.ubi.com>. Here you will find the most recently updated information since the game's release.

Whenever you contact the Technical Support Department, please include the following information or have it available if you are calling:

## **Disney's PK: Out of the Shadows**

### **Contact Us Over the Internet**

This is the best way to contact us. Our website is open 24 hours a day, 7 days a week, and it contains the most up-to-date Technical Support information. We update the Support pages on a daily basis, so please check here first for solutions to your problems: <http://support.ubi.com/>.

### **Contact Us by E-mail**

For fastest response via e-mail, please visit our website at:

<http://support.ubi.com/>

From this site, you will be able to enter the Ubi Soft Entertainment Solution Center where you can browse through our listings of Frequently Asked Questions (FAQ), search our database of known problems and solutions, or, for fastest e-mail response, you can send in a request for Personal Assistance from a Technical Support Representative. It may take up to 72 hours for us to respond to your e-mail depending upon the volume of messages we receive.

### **Contact Us by Phone**

You can also contact us by phone by calling (919) 460-9778. Note that this number is for technical assistance only. No hints or tips are given over the Technical Support line. When calling our Technical Support line, please make sure you have all of the necessary information listed above at hand. Be advised that our Technical Support Representatives are available to help you Monday-Friday from 9 am-9 pm (Eastern Standard Time).

While we do not charge for technical support, normal long-distance charges apply. To avoid long-distance charges, or to contact a support representative directly after these hours, please feel free to use one of the other support avenues listed above. E-mail issues usually receive a response within 2 business days.

### **Contact Us by Standard Mail**

If all else fails you can write to us at:

Ubi Soft Technical Support  
3200 Gateway Centre Blvd  
Suite 100  
Morrisville, NC 27560

### **Return Policy**

Please do not send any game returns directly to Ubi Soft Entertainment before contacting technical support. It is our policy that game returns must be dealt with by the retailer or online site where you purchased the product. If you have a damaged or faulty game, please visit our FAQ listing for your game and get the latest replacement policy and pricing. We will not accept unsolicited returns/exchanges without prior approval and an RMA (Return Materials Authorization) number from a support representative.



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## Product / Documentation Replacements:

Please contact Ubi Soft Technical Support before sending your product to us. In many cases, a replacement is not the best solution. Our support representatives will help you determine if a replacement is necessary or available.

## Within the 90-day warranty period:

Please return the product (media only) along with a copy of the original sales receipt, showing the date of purchase, a brief description of the difficulty you are experiencing including your name, address and phone number to the address below. If the product was damaged through misuse or accident, or if you do not have a dated sales receipt, then this 90-day warranty is rendered void and you will need to follow the instructions for returns after the 90-day warranty period.

## After the 90-day warranty period:

Please return the product (media only) along with a check or money order for the amount corresponding to your product (see replacement fees below) made payable to Ubi Soft, a brief description of the difficulty you are experiencing including your name, address and phone number to the address below.

## Replacement Fees:

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### Warranty Address and Contact Information

Email: [replacements@ubisoft.com](mailto:replacements@ubisoft.com)

Phone: 919-460-9778

Hours: 9am – 9pm (EST), M-F

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Violence

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