

MERCENARIES 2

WORLD IN FLAMES



⚠ WARNING: PHOTSENSITIVITY/EPILEPSY/SEIZURES

READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or when playing video games may trigger epileptic seizures or blackouts in these individuals. These conditions may trigger previously undetected epileptic symptoms or seizures in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition or has had seizures of any kind, consult your physician before playing. IMMEDIATELY DISCONTINUE use and consult your physician before resuming gameplay if you or your child experience any of the following health problems or symptoms:

- dizziness
- altered vision
- eye or muscle twitches
- loss of awareness
- disorientation
- seizures
- any involuntary movement or convulsion

RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR PHYSICIAN.

Use and handling of video games to reduce the likelihood of a seizure

- Use in a well-lit area and keep as far away as possible from the television screen.
 - Avoid large screen televisions. Use the smallest television screen available.
 - Avoid prolonged use of the PlayStation®2 system.
 - Take a 15-minute break during each hour of play.
 - Avoid playing when you are tired or need sleep.
-

Stop using the system immediately if you experience any of the following symptoms: lightheadedness, nausea, or a sensation similar to motion sickness; discomfort or pain in the eyes, ears, hands, arms, or any other part of the body. If the condition persists, consult a doctor.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation®2 system 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.

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.

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MERCENARIES HANDBOOK



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This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating please visit www.esrb.org.

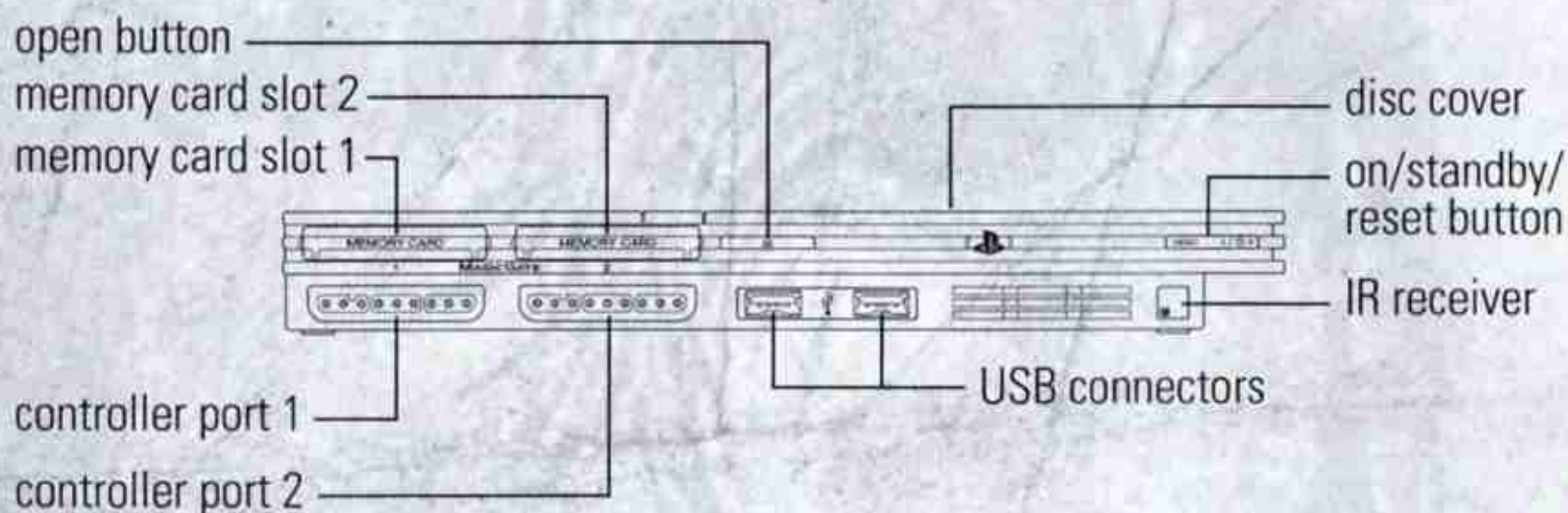
ON-FOOT CONTROLS

ACTION	CONTROL
Move	left analog stick
Look/Aim	right analog stick
Fire/Select Support menu item	R1 button
Switch weapon	R2 button
Bash	 button
Jump	 button
Reload/Select Support menu item	 button
Action (hijack, talk, etc.)	 button
Previous/Next Support menu item	Directional buttons  / 
Toggle faction identifier flags on/off	Directional button 
Toggle objectives display	Directional button 
Use grenade	L1 button
Switch grenade	L2 button
Crouch/Aim/Stand	L3 button
Zoom/Binoculars	R3 button
Pause game	START button
Access PDA	SELECT button

Controls are continued on p. 4

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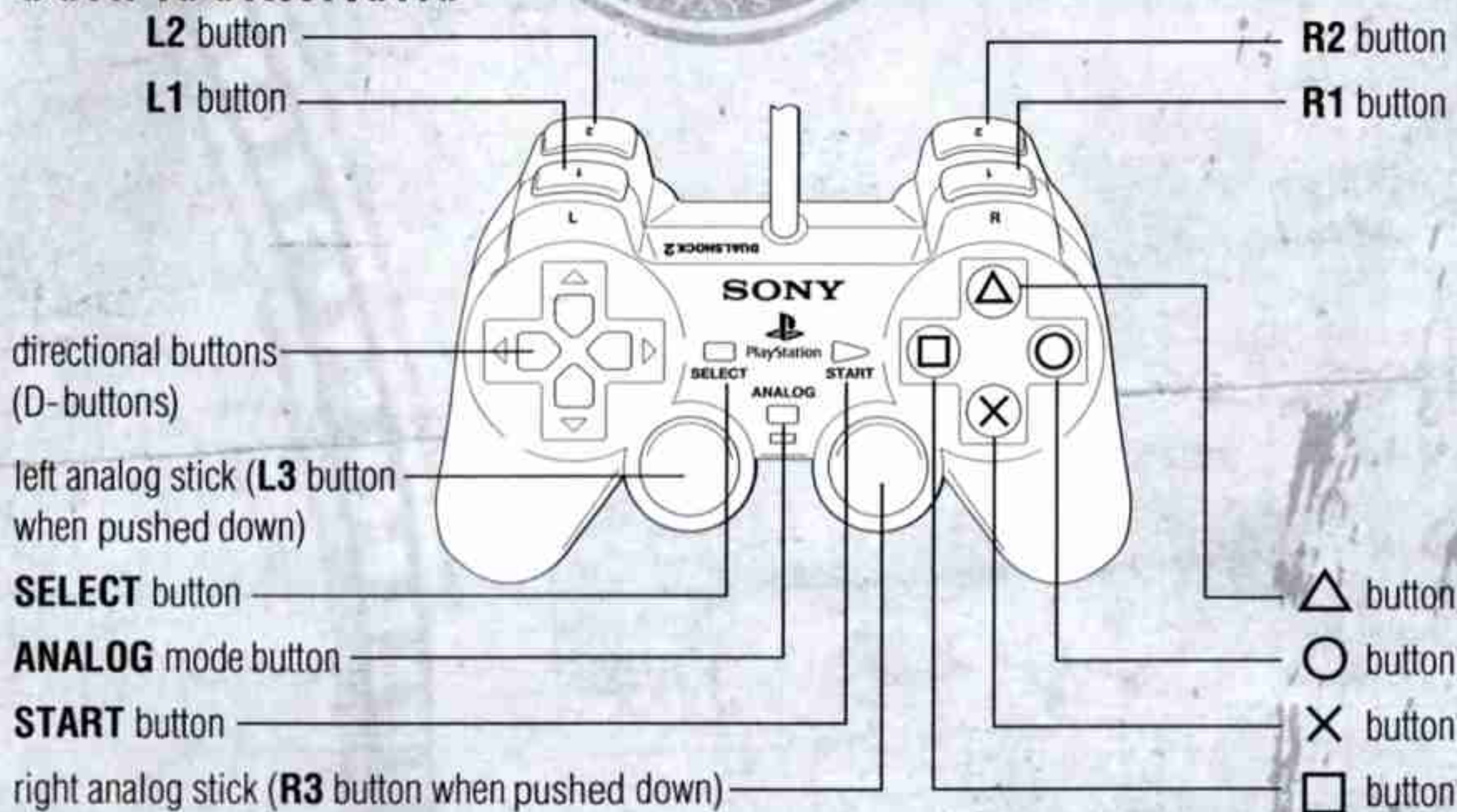
GETTING STARTED



1. Set up your PlayStation®2 computer entertainment system according to the instructions supplied with your system.
2. Check that the system is turned on (the on/standby indicator is green).
3. Insert the *Mercenaries 2: World in Flames*™ disc in the system with the label side facing up.
4. Attach game controllers and other peripherals as appropriate.
5. Follow the on-screen instructions and refer to this manual for information on using the software.

STARTING UP

DUALSHOCK[®]2 ANALOG CONTROLLER CONFIGURATIONS



VEHICLE CONTROLS

GENERAL VEHICLE CONTROLS

ACTION	CONTROL
Steer	left analog stick
Camera	right analog stick
Fire vehicle weapon	R1 button
Switch vehicle weapon	R2 button
Exit vehicle (you and all passengers)	△ button
Exit vehicle (you only)	L1 button
Exit vehicle (passengers only)	L2 button
Horn	○ button

NOTE: The horn invites friendly faction members to enter your vehicle and/or man a vehicle weapon.

ADDITIONAL CAR/BOAT CONTROLS

ACTION	CONTROL
Hand brake (car)	R1 button
Accelerate	× button
Brake	□ button

ADDITIONAL TANK CONTROLS

ACTION	CONTROL
Turret control*	right analog stick
Tank movement	left analog stick

***NOTE** that the tank has two cross-hairs. The circular cross-hair is your desired target. The X cross-hair shows where your blast will actually strike (based on the gun's coverage area).

ADDITIONAL HELICOPTER CONTROLS

ACTION	CONTROL
Altitude up/down	× button/ □ button
Activate/deactivate winch	Directional buttons ↑/↓



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PLAYING THE GAME

You're not here because of faith in the cause. You're here for the rush of the moment. The sting of a bullet as it grazes your bicep, the smell of your nostril hairs burning as you are surrounded by fire and destruction. You don't know what the moment's going to be beforehand. It lets you know you're alive, and you're kicking ass. The money is good too.

GAME SCREEN



- When you are in a disguised vehicle, the vehicle's faction icon appears above your health bar.

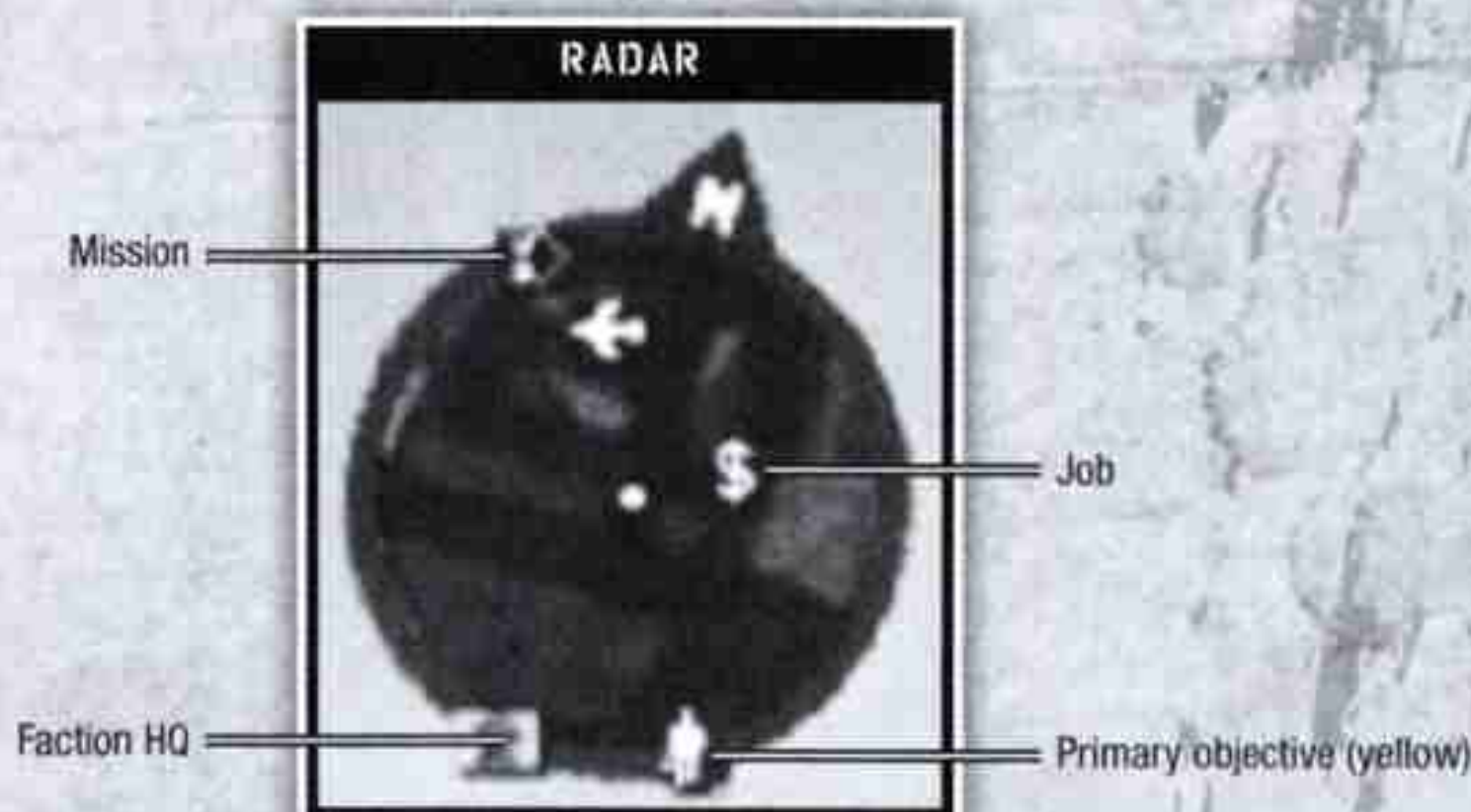
HEALTH

If you're taking a pounding and running low on health, escape to a safe spot and give yourself time to recover. Your health will climb back to 25%. To get back to 100%, you need to find a health pack, so be on the lookout.

Once you have added Ewan to your team, you can also medevac out of trouble and back to headquarters and recover there.

NOTE: Using the medevac costs \$1000 and 250 units of fuel.

FACTION FLAGS



HIJACKING

Need to commandeer armored transport or a helicopter? Approach the vehicle and overtake your enemy to score yourself a nice new ride. You can also press the **△** button to begin a mini-game in which you must press the right buttons at just the right time to gain more fuel.

PDA

Press the **SELECT** button to access your PDA for intel and other information vital to your job. You can navigate through the different PDA functions by pressing the **R1** button or the **L1** button.

MAP

Press the Directional buttons to pan around the map. To zoom in on a point of interest, press the **×** button. While zoomed, press the **×** button to cycle through points of interest; press the **■** button to enter Waypoint mode, or press the **△** button to zoom back out.

PLACING WAYPOINTS

You can mark a route to a destination using waypoints. While in Waypoint mode, press the Directional buttons or move the left analog stick to move the cursor then press the **×** button to place a waypoint. Press the **L1** button to clear all waypoints. Waypoints show up as white flags on your map, yellow flags on your radar, and white triangle markers in the game world.

STOCKPILE

Once you take over Ramón Solano's Villa, you can use it as your headquarters and start storing supplies there. The stockpile is your inventory of supply crates, vehicles, air strikes, and more. To build your stockpile, look for jobs. Keep an eye out for a "\$" icon on the map. These are contacts, with jobs and equipment available.

Having the right recruits can help you out with your stockpile:

- Recruit Ewan the helicopter pilot to make your stockpile items deliverable by helicopter.
- Recruit Eva the mechanic to add vehicles to your stockpile when you bring them to HQ.

Any time you meet a new contact, you also have the potential to acquire new weapons, vehicles, and supplies for your stockpile. Access your stockpile by pressing the **SELECT** button. Highlighting an item in the stockpile menu then pressing the **×** button adds it to your support menu (press the Directional button **↑** to access support items during the game). The most recently stockpiled item is available at HQ.

For more information, see *Contacts and Your Stockpile* on p. 8.

CONTACTS

After a contact has given you their card, you'll have access to the Contacts tab in your PDA. This screen shows the contact's name, faction, and jobs as well as current jobs and items available.

FACTIONS

As a mercenary you do what you gotta do to stay alive and get the job done. A lot of times that means ticking people off. Check the faction status meters to see where you stand with the different factions vying for power in Venezuela. An empty meter means that a faction will stop offering contracts and might just shoot you on sight! If you are on a faction's bad side, try making amends by accepting side jobs to benefit the hostile faction, offering the faction a bribe, or going after certain enemies of the faction.

BOUNTIES

Need some extra cash? Go after these high-profile targets for the Allied Nations and take them down, dead or alive (though they're worth twice as much alive). The Bounties screen gives you information on each target including how much they're worth, their status (at large, captured, etc.), and more.

STATISTICS

If you want to check on your game progress, bounties you've bagged, fuel reserves, kills, and more, this is the screen to come to.



SUPPORT

The support menu contains special weapons and commands to help you get out of sticky situations. Press the Directional buttons **↑/↓** to access the menu and highlight a command or weapon, then press the **×** button or **R1** to select it.

C4

To use C4, first press the Directional buttons **↑/↓** and press the **×** button or **R1** button to select it from the support menu, and then press the **R1** button to plant it. The detonator will become active on your trigger control as soon as the C4 is set. If you don't want to become one of your own victims, make sure you get clear before pressing the **R1** button to detonate it. You can set multiple C4 charges by re-selecting a C4 charge from the support menu, though only the first three you set detonate simultaneously—any subsequent ones detonate at a delayed rate.

SURGICAL STRIKE

The Surgical Strike is the first of one of many support weapons you will acquire. Select the surgical strike from the Support menu to activate your laser. Press and hold the **R1** button to paint your target with your laser. The longer you can keep your target painted with the laser, the more accurate the strike will be.

RECRUITS

As much as you'd like to go it alone, you'll need help if you're going to bring down Solano. Recruits can deliver support items to you in the field so you don't have to leave the fight to get supplies. They can also coordinate artillery strikes or fly in air support.

Different recruits perform different support roles, so make sure you've got a well-rounded team backing you up. Here are the recruits and the skills they have to offer:

Fiona Taylor	Tech. Information source and hacker.
Ewan Garrett	Bush pilot. Helicopter and OV-10 expert. Enables the medevac.
Eva Navarro	Mechanic. Vehicle repair and artillery operator.
Misha Milanich	Jet pilot. C-130 and MiG specialist.

FUEL

Grab fuel wherever you find it. Without fuel, recruits can't conduct their support operations and you could be left high and dry. You can earn more fuel by completing jobs (and to a lesser extent, missions) offered by the various contacts you'll meet around the area, as well as by hijacking enemy armor and helicopters. Fuel can also be found scattered throughout Venezuela. Be sure to thoroughly scout your surroundings for any and all fuel sources.

JOBS, MISSIONS, AND CONTACTS

Mercenaries go where the money is. Jobs and missions are the best way to add cash to your wallet, items to your stockpile, and more.

You can only take on one job or contract at a time, so plan your tour of Venezuela wisely. You can always fulfill side jobs such as earning bounties, taking on Pirate jobs, or capturing VZ outposts. Fiona lets you know when some of these jobs come up, and your PDA informs you when you're close to a bounty. Others are always just waiting there, ripe for the plucking, such as destroying Venezuelan army vehicles and equipment.

TAKING ON CONTRACTS

Taking on contracts (missions) gives you the funds needed to buy gear—weapons, support, you name it—which makes the next contract that much easier. Once in a while a faction boss offers up a bigger contract for you—usually with a bigger pay-off. Fiona (your tech support) lets you know when one of the factions has a job to offer you.

TAKING ON JOBS

You may run across contacts, who will offer you various jobs and sell you stockpile items. Taking on jobs will reward you with the fuel you'll need to run your operations.

- You can cancel a contract any time by selecting CANCEL CONTRACT from the pause menu.
- All contracts can be a great way to earn some extra cash. Just don't lose sight of your main mission: to get your revenge on Ramón Solano by any means necessary.

CONTACTS AND YOUR STOCKPILE

To add items to your stockpile, you must drive or fly them to HQ, or perform jobs that faction members give you so that they can become your contacts (you know they are your contact because they give you their business card). Once they are your contacts they will sell you munitions, vehicles, and other items that you can store in your stockpile (the exact items offered for sale depend on which job you completed). To buy something from a contact you must visit them in person. Also, contacts only sell support items to you if you are on good terms with their parent faction.

Of course, you also have to have enough money. If you don't have enough money or if your relationships are bad, you need to take missions, find collectibles, verify bounties, etc. When you buy something from a contact, the item immediately enters your stockpile inventory. To have an item delivered/deployed from your stockpile, you need to have the right recruits, AND you have to have enough fuel for the delivery/deployment.

VERIFICATION AND EXTRACTION

In order to collect the bounty on a high-profile target, you must provide proof of death or capture to the Allied Nations. Note that you must capture the target alive to gain the full bounty reward. Dead targets are only worth half of their capture value.

CAPTURE AND EXTRACTION (FULL BOUNTY):

1. Use either a melee bash attack or a stun grenade to incapacitate the target.
2. Get in close and use a takedown move (press the  button) to knock the target unconscious and handcuff him. Once the target is handcuffed, you can carry him to a clear area for an extraction helicopter to land.
3. A "Call for Extraction" item will be added to your support menu. Use this item to call for a support helicopter to extract your target.
4. When the helicopter lands, load your captive into the helicopter by pressing the  button.

VERIFICATION (HALF BOUNTY):

1. Apply lethal force to the target.
2. Stand near the target and press the  button to take a digital photo of the target.
3. Fiona will transmit the photo to the Allied Nations for verification.

SAVING AND LOADING

Mercenaries 2: World in Flames has no automatic save option. You can manually save your game to your memory card (8MB)(for PlayStation®2) by accessing the SAVE option from the pause menu. When you load a saved game (from either the pause menu or the main menu), you re-start from HQ.

LIMITED 90-DAY WARRANTY

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Mercenaries 2: World in Flames™

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