

G.I. JOE

THE RISE OF COBRA™



TEEN
T
CONTENT RATED BY
ESRB

Hasbro™

EA™

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

COMPLETE CONTROLS

These are the default controller settings. To change the controls, go to CONTROLS under the Options menu.

ON FOOT	
Strafe	L2 button
Special Combat Action	○ button
Fire weapon	R2 button
Swap G.I. JOE character (single player)	R1 button
Move	left analog stick
Activate Accelerator Suit/Enter & exit vehicle/Interact	△ button
Select target	right analog stick
Target lock	L1 button
Melee (hold to charge)	□ button
Dodge/Use cover	⊗ button
Pause menu	START button

IN VEHICLE	
Fire weapon	R2 button
Steer/Accelerate/Brake/Rotate turret	left analog stick
Target	right analog stick
Toggle driving/turret control (single player)	R1 button
Enter/Exit vehicle	△ button
Accelerate	⊗ button
Emergency brake and reverse	□ button
Pause menu	START button

FIGHTING TO SAVE THE DAY

Wherever there's trouble, G.I. JOE™ is there!

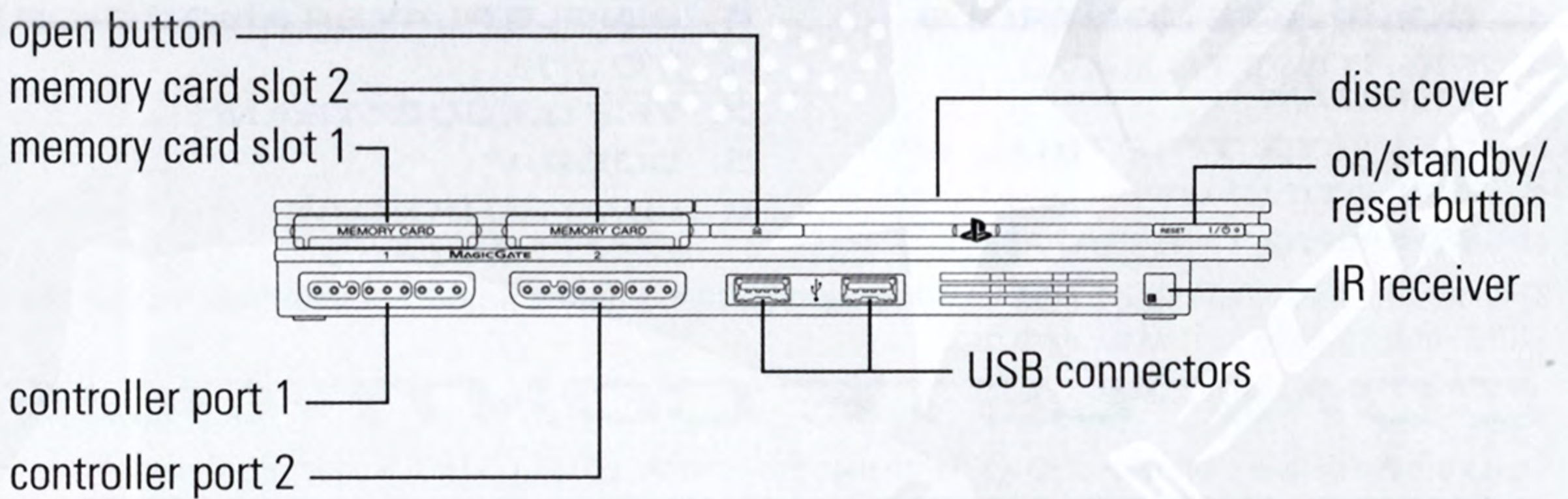
G.I. JOE is the world's frontline special ops team, the best of the best. Operating out of the G.I. JOE PIT MOBILE HEADQUARTERS™, they are our first defense—and best offense—against any threat to peace and freedom.

G.I. JOE has just diffused such a threat, scoring a decisive victory over the forces of COBRA™, a ruthless organization determined to rule the world. The cataclysmic Nanomite plot of COBRA COMMANDER™ was stopped at the last moment and the BARONESS™, one of his top lieutenants, is now cooling her heels in the holding cell of the G.I. JOE PIT MOBILE HEADQUARTERS.

But as G.I. JOE turns its attention to mopping up a splinter group led by COBRA weapons supplier M.A.R.S. Industries, COBRA COMMANDER puts his retaliatory strike in motion.

It's *G.I. JOE™: THE RISE OF COBRA™!*

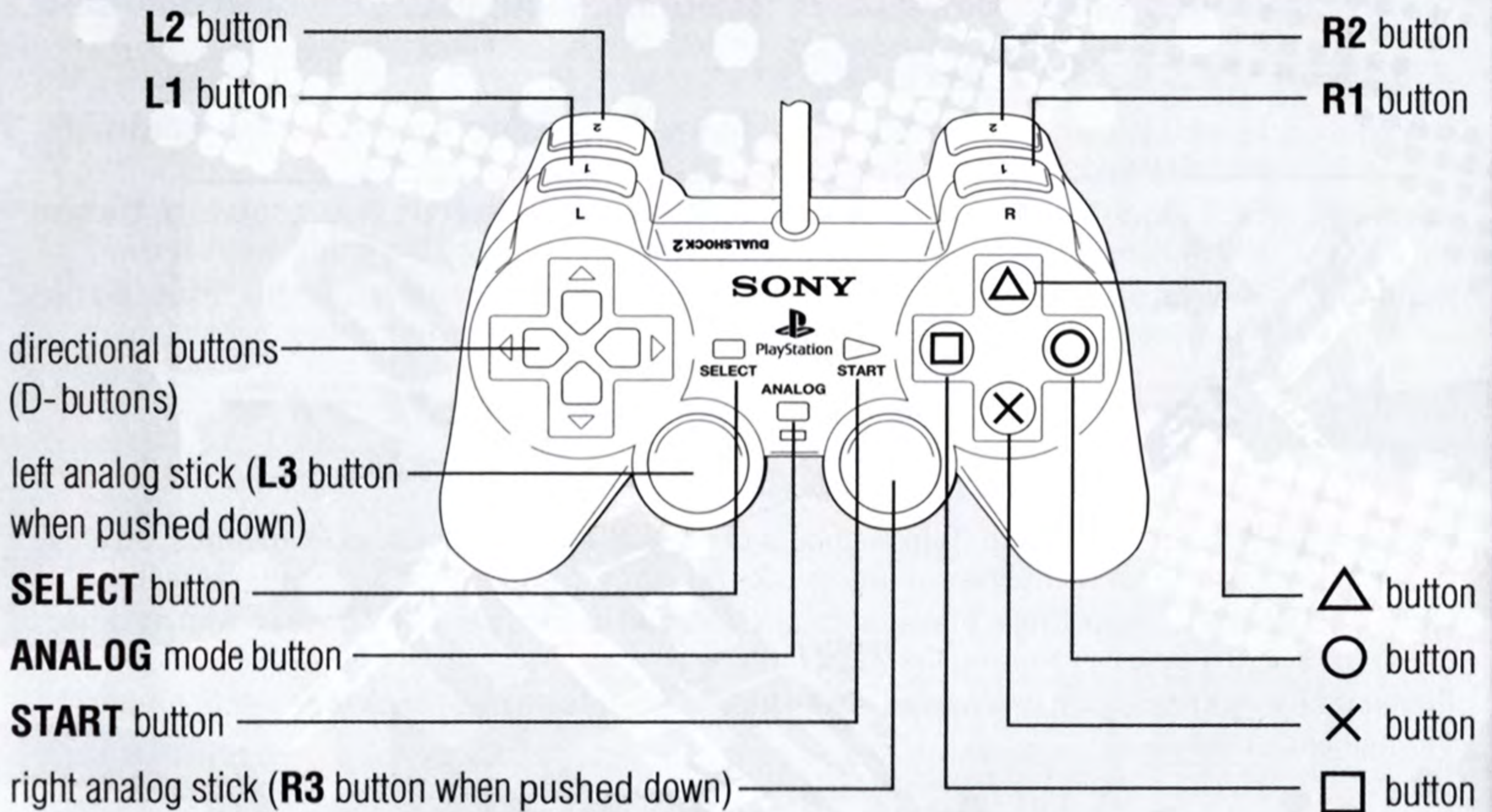
GETTING STARTED



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 *G.I. JOE™: THE RISE OF COBRA™* 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



PLAYING THE GAME

Under the command of GENERAL CLAYTON "HAWK" ABERNATHY™, form an elite squad made up of your favorite members of G.I. JOE; then use their unique abilities, tactics, and weaponry to take the fight to COBRA. Carve a path through legions of COBRA agents, and take out their top officers on your way to facing COBRA COMMANDER himself.



MAIN MENU

- Missions** Start a new mission or revisit a favorite mission.
- Team Roster** See all your unlocked playable characters, along with their personal files and stats.
- Options** Adjust the difficulty, brightness, audio levels, or change your control map.
- Battle Files** Check out character and vehicle file cards, your captured intel, and playset info.
- Media** View unlocked concept art and movies.

SAVING AND LOADING

G.I. JOE™: THE RISE OF COBRA™ features an auto-save system. Your progress through the game is saved automatically to the active profile at the end of each mission, or when locked content is purchased. You can save up to four different campaigns per profile.

To start a new campaign, select **NEW GAME**. To continue a previously saved game, select **LOAD GAME**.

DIFFICULTY

- Casual** The default setting. Unlimited lives; downed characters respawn almost immediately, putting you right back in the action.
- Advanced** Each player has one life per checkpoint. Downed characters only respawn at the next checkpoint. If both soldiers are downed, it means starting the entire mission over.
- Hardcore** Survival of the fittest! Tough it out with just one life per character for the entire mission. If both soldiers are downed, they must start the mission over from the beginning.

SINGLE PLAYER AND CO-OP

Nobody walks into combat alone. Two members of G.I. JOE tackle every mission together, so play with a friend using local two-player co-op, or take A.I. backup with you in Single Player mode.

NOW YOU KNOW: During Single Player sessions, you can instantly switch between your selected characters at any time by pressing the **R1** button.

Remember: a good soldier never leaves a man behind. Your team must stick together to progress through each mission.

YO JOE!

Defeating COBRA takes more than a good team. You must hone and master a combination of fast reflexes and smart tactics to outwit and outfight the overwhelming forces COBRA COMMANDER has in store for you.

Select two soldiers from the roll call before every mission. Each member of G.I. JOE has unique weapons and abilities, offering an exciting mix of specialties for each mission. You can swap out your soldiers at the teleportation chambers located within every mission.

Rescue captured teammates, earn Battle Points, and find contacts' dog tags to unlock more playable members of G.I. JOE and COBRA.

CHARACTER CLASSES

- Combat Soldier** Trained for every situation, combat soldiers perfectly balance ranged and physical attacks, but have the most powerful special combat actions.
- Heavy** A Heavy packs the biggest weapons, but it slows down their close-combat melee skills.
- Commando** Commandos get up close and personal, emphasizing a sequence of chained melee moves over gunplay (see *Melee* p. 5).

MISSIONS

Simply taking out waves of COBRA combatants isn't enough to achieve victory. As you push into enemy territory, orders might come down to collect vital samples or equipment, destroy enemy facilities, and defend key areas against counterattacks. GENERAL HAWK and the Integrated Force back at the G.I. JOE PIT MOBILE HEADQUARTERS constantly update your objectives as new data comes in. Occasionally, they also drop armored vehicles and carry out airstrikes to help you get through tougher areas.

COMBAT

An army of COBRA troopers and tanks stand between you and your objectives. Press the **R2** button to fire your primary weapon and take them out.

Press and hold the **R2** button to lock onto any enemy in range. Use the right analog stick to cycle targets, or release the **R2** button to break the lock-on and target someone else.

Press and hold the **L2** button to strafe, holding your aim in one direction no matter what direction you move in. Press and hold the **L2** button without moving to crouch and destroy objects at a lower height.

MELEE

Any soldier can use a melee attack to stun enemies by pressing the **□** button, but some character classes are better at getting physical than others.

Commandos in particular can chain together a devastating three-hit series of melee attacks (repeatedly press the **□** button), while heavies are limited to one slow, yet powerful swing. Combat soldiers fall in the middle, with a two-hit combo.

All classes can charge a melee attack by pressing and holding down the **□** button. A charged melee can launch an enemy into the air, leaving him highly vulnerable to gunfire. Taking out a COBRA agent in mid-air is also worth extra points.

NOW YOU KNOW: There's no way to block a melee attack, but you can dodge one by pressing the **×** button.

SPECIAL COMBAT ACTIONS

When the chips are down, every member of G.I. JOE puts their advanced combat training to use by unleashing a uniquely devastating attack or an impenetrable defense.

Build up your special combat actions by taking out COBRA forces and destroying enemy structures. You can store up to three charges at once, and use them at any time by pressing the **○** button.

VEHICLES

Just because you're infantry doesn't mean you can't roll in style! LIFT-TICKET™ sometimes drops support vehicles for your use on the battlefield, and most vehicles come with a turret-mounted weapon (rotate with the left analog stick, the **R2** button to fire) and forward-mounted guns (press the **R2** button to fire). Enter or exit a vehicle by pressing the **△** button.

When playing co-op, player 1 drives and fires the forward-mounted weapons, while player 2 controls turreted weaponry. In Single Player mode, toggle between driving and firing the turreted weapon by pressing the **R1** button.

NOW YOU KNOW: Even the strongest vehicles can only take so much punishment. When your vehicle is damaged beyond repair, you have a few seconds to eject before it detonates... with you inside! Press the **△** button to eject and live to fight another day!

ACCELERATOR SUITS

A marvel of advanced technology, the Accelerator Suit temporarily boosts a soldier's speed and comes equipped with tri-stinger missiles and a chain gun. While suited up, you are also resistant to enemy fire. Build the Accelerator Suit meter (located at the center-top of the screen) by taking out the enemy without taking damage. When the meter flashes with the **△** button, either player can press the **△** button at any time to activate the Accelerator Suits.

While suited up, your banked special combat actions are put on hold in favor of an unlimited supply of tri-stinger missiles; fire them by pressing the **○** button. Pressing the **×** button gives you an extra burst of speed allowing you to crash through cover or knock down nearby enemies, and melee attacks (the **□** button) send more powerful enemies flying.

MAN DOWN!

Taking damage chips away at a soldier's health. Health regenerates over time, but a soldier who keeps taking punishment will eventually go down.

Downed players are incapacitated, and lose some of their accumulated game points. They can rejoin the game automatically (on Casual difficulty), at the next checkpoint (Advanced difficulty) or at the next mission (Hardcore difficulty).

DEFENSE

A smart soldier knows when to keep their head down. Use your skills and the terrain to your advantage, and maybe you can make it through without taking any lead.

TAKING COVER

Smart soldiers find cover and use it. Just get close to something solid and press the **X** button to slip behind it. Lean out from cover and fire by pressing the **R2** button. But don't plan on living there; most cover can't take much abuse before it's torn apart. Move from cover to cover by moving the left analog stick in its direction and pressing the **X** button.

Health regenerates faster while you're behind cover. Vault over your cover by pressing the **X** button while moving the left analog stick **↑**. Combat soldiers and heavies can vault low cover, but commandos can fly right over high cover.

DODGING

Dodge incoming attacks by pressing the **X** button before they connect; you can also dodge enemy fire by pressing the **X** button while moving the left analog stick in any direction. When there's no cover to take, or when facing enemies who can turn your cover into your gravestone, dodging is a lifesaver.

NOW YOU KNOW: Learn to read your enemies. Some use specific patterns when laying down fire and a savvy soldier uses that to their advantage.

BATTLE POINTS

Defeat enemies and destroy their structures and vehicles to earn game points, which are translated into Battle Points at the end of each mission. Battle Points can be used to unlock more members of G.I. JOE and COBRA to play in the campaign, along with other bonus content.

Each checkpoint shows your progress towards earning Battle Points, but you must finish a mission in order to bank them. Downed soldiers lose some of their accumulated game points, which can affect how many Battle Points are earned at the end of the mission.

SATELLITE STRIKE

Sometimes, GENERAL HAWK lets you play with the big toys. Defend mission-critical equipment from an onslaught of COBRA forces with your orbital laser satellites. Move the left analog stick in any direction to target and press the **R2** button to bring the hammer down.

Precision aiming isn't always a must. Splash damage is more than enough to take out attacking infantry.

NOW YOU KNOW: Overlap both players' targeting reticules and fire together for some truly Earth-shattering results.

PICKUPS AND POWER-UPS



POINT CLUSTERS

Glowing cubes containing collectable points, point clusters are often hidden inside destructible items or behind class ability doors. The bigger the point cluster, the more points it awards you.



SCORE MULTIPLIER

Score multipliers instantly increase the points earned for the player for a short time. Multipliers are available throughout the world and spawn when players do well without taking any damage. A multiplier only applies to the player who picks it up.



SPECIAL ACTION RECHARGE

Instantly charge one of your Special Combat Action slots, so you're ready for anything. Recharge medals can be found out in the open, or might be hidden inside destructible items.



INTEL BRIEFCASES

Briefcases hold valuable intel inside, including concept art, vital mission data captured from COBRA, or even elusive bonus missions.



FILE CARDS

Unlock pictures and bios on your favorite members of G.I. JOE (blue) and COBRA (red) when you find their file cards. There are 75 file cards in all to collect.



CONTACTS

Grab contacts' dog tags from their hiding spots throughout the level to unlock more playable characters (they must still be purchased with Battle Points).



CLASS ABILITY DOORS

Find a special door that corresponds to your character's class and head inside for a major point bonus. Each door is class-specific, and won't open for anyone else.



TELEPORTATION CHAMBERS

Locate and step inside these chambers to switch out your soldier for any other unlocked character. Perfect for when you need different mid-mission skill sets.

THE G.I. JOE™ TEAM

G.I. JOE is a huge force of specialists from every field. The expert combat skills of the Integrated Force comprised of SHIPWRECK™, WAYNE "BEACHHEAD" SNEEDEN™, GUNG HO™, ANTHONY "FLASH" GAMBELLO™, BACKBLAST™, KAMAKURA™, AGENT HELIX™, GENERAL HAWK, ABEL "BREAKER" SHAZ™, LIFT-TICKET, RECONDO™, SNOWJOB™, DUSTY™, STALKER™, and TUNNEL RAT™ come in handy for two things: completing the mission and keeping you alive.



CONRAD "DUKE" HAUSER™

Name: Conrad S. Hauser

Serial Number: 234-55-G189

Grade: Major (O-4)

Primary Weapon: M2X1 suppressive fire heavy machine gun

Special Combat Action: Grenade launcher

Class: Soldier

DUKE, a former army captain, is an integral member of the G.I. JOE team. He is a natural born leader and a tough-as-nails field commander. He prefers to lead from the front, and he can always be counted on to take the fight to the enemy.



SNAKE EYES™

Name: Classified

Serial Number: Classified

Grade: Classified

Primary Weapon: SFP-3 pistol

Special Combat Action: A hand-forged, steel katana heirloom

Class: Commando

Ninja master and military commando SNAKE EYES is one of the most skilled members of the G.I. JOE team, a master of both ancient and modern weapons. As deadly as he is silent, his frequent martial arts training sessions make all the team members more effective warriors.



WWW.GIJOE.EA.COM



WALLACE "RIPCORD" WEEMS™

Name: Wallace Weems
Serial Number: 845-99-WA76
Grade: Master Sergeant (E-8)
Primary Weapon: 820 tri-burst assault rifle
Special Combat Action: PAC/RAT Turret
Class: Soldier

WALLACE "RIPCORD" WEEMS was an ace military pilot before joining the G.I. JOE team. Eventually, even the thrill of HALO (High Altitude Low Opening) jumping wasn't enough to fulfill his need for adventure. Now he sees all the action any adrenaline junkie could want and more.



SHANA "SCARLETT" O'HARA™

Name: Shana M. O'Hara
Serial Number: 624-29-SC34
Grade: Sergeant (E-5)
Primary Weapon: 9mm machine pistol and 15P laser-guided crossbow
Special Combat Action: Triple-burst explosive homing bolts
Class: Commando

SHANA "SCARLETT" O'HARA is the G.I. JOE team's intelligence specialist and is fluent in at least half a dozen languages. She's also a powerful fighter, expertly wielding her high-tech crossbow and applying martial arts moves that make her as deadly as she is graceful.



HEAVY DUTY™

Name: Hershel Dalton
Serial Number: 807-46-LM65
Grade: Sergeant (E-5)
Primary Weapon: M230-A2 automatic cannon chain gun
Special Combat Action: Variable suppression fire capability
Class: Heavy

HEAVY DUTY combines brains and brawn to support the G.I. JOE team with tactical expertise and muscular might. A perceptive warrior, he can quickly determine the optimal weapon for any situation. When push comes to shove, having the biggest gun usually does the trick.

COBRA™



Operating in total secrecy for years, COBRA has only now revealed itself as a major threat to world security. Thousands of dedicated followers lured by the promise of acquiring wealth and power through global intimidation are backed by top professionals like master saboteur FIREFLY™, ninja assassin STORM SHADOW™, and cold, cruel intelligence officer THE BARONESS. Supplied by brilliant weapons designer DESTRO™ and led by the most dangerous man alive, COBRA COMMANDER, the forces of COBRA use the most advanced technologies on Earth to achieve their ruthless ends.

LIMITED 90-DAY WARRANTY

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Electronic Arts warrants to the original purchaser of this product that the recording medium on which the software program(s) are recorded (the "**Recording Medium**") and the documentation that is included with this product (the "**Manual**") are free from defects in materials and workmanship for a period of 90 days from the date of purchase. If the Recording Medium or the Manual is found to be defective within 90 days from the date of purchase, Electronic Arts agrees to replace the Recording Medium or Manual free of charge upon receipt of the Recording Medium or Manual at its service center, postage paid, with proof of purchase. This warranty is limited to the Recording Medium containing the software program and the Manual that were originally provided by Electronic Arts. This warranty shall not be applicable and shall be void if, in the judgment of Electronic Arts, the defect has arisen through abuse, mistreatment or neglect.

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Online: <http://warrantyinfo.ea.com>

Automated Warranty Information: You can contact our automated phone system 24 hours a day for any and all warranty questions:

US 1 (650) 628-1001

EA Warranty Mailing Address

Electronic Arts Customer Warranty
9001 N I-35 Suite 110
Austin, TX 78753



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E-mail and Website: For instant access to all of our technical support knowledge, please visit <http://support.ea.com>.

Telephone Support: Technical Support is also available from 8am to 5pm PST by calling us at (650) 628-1001. No hints or codes are available from (650) 628-1001.

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Proof of Purchase

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